

STAR TREK
ASCENDANCY
THE FINAL FRONTIER

ENTERPRISE BOX COVER

RULEBOOK

CONTENTS

Introduction	3	COMMAND PHASE	22	Exchange Agreements	35
Objective	3	Player Turns	22	Make Contact	35
Starfleet Ethics.	3	Exhausting Command Tokens	22	Negotiate the Deal	35
Other Rulebooks	3	Move at Impulse	23	Exchange Trade Agreements.	35
Game Components		Move at Warp	23	Revoke Trade Agreement	36
GAME SETUP.	6	Movement		Benefits of Trade	36
Playing Time	6	Entering Rival Territory	24	Obtain Resources.	36
Number of Players	6	Initiate Space Battle	24	Special Action	36
Playing Area	6	Forming Fleets on the Move	24	FLEETS.	37
Choose Civilizations	6	Explore New System	25	Forming Fleets.	37
Escalation.	6	Attach a New Space Lane	25	Disbanding Fleets.	37
Command Console	7	Place a New System	26	EXPLORATION RULES	38
Suggested Player Layout	7	Explore the System	26	Unexplored Systems	38
Place Shared Components	8	Connecting Existing Systems	27	Planetary Systems and Phenomena 38	
Place and Set Up		Commission a Starbase	27	Planetary Systems	38
Your Home System	8	Attempt Hegemony	28	Exploration Cards.	38
Set Up Your Core Systems.	8	Seizing Starbases	28	Exploration Card Rules	39
Link Civilizations	11	Cost of Hegemony	28	Warp-Capable Civilizations.	40
Place Ships	11	Occupy the System.	28	Pre-Warp Civilizations	40
Starting Ascendancy.	11	Hegemony Resistance.	29	Independent Civilizations	40
Assign Turn Order Marker.	11	Warp-Capable Civilizations.	29	Phenomena	41
Suggested Game Layout	12	Pre-Warp Civilizations	29	Research Potential	41
GAME ROUNDS	13	Initiate Space Battle	30	Study the Phenomenon.	41
CHECK VICTORY PHASE.	13	Attacker and Defender	30	Initial Study	41
Extermination	13	Battles with Multiple Rivals.	31	Hazardous Systems	42
RECHARGE PHASE	14	Combat Rounds.	31	Braving the Hazard	42
Pass Turn Order Marker	14	Winning a Space Battle	31	Fleets Braving Hazards.	42
Generate Commands	14	Retreating From Combat	31	COMBAT RULES	43
Generate Resources	15	Invade Planet	32	Number of Dice	43
Resource Nodes.	15	Occupy the System.	32	Scoring Hits	43
Trade Agreements	15	Launching an Invasion	32	Multiple Types of Ships	44
Advancements	16	Combat Rounds.	32	Taking Casualties	45
Refresh Cards	16	Winning an Invasion	32	Taking Casualties to Ships	45
Refresh Phenomena	16	Retreating From Combat	32	Taking Casualties to Nodes.	45
BUILDING PHASE.	17	Surrender To Invasion	32	Removing Casualties.	45
Gain Ascendancy.	17	Capturing Starbases	32	First Strike	45
Build Ships	17	Uncontrolled Systems	32	Ending a Combat.	46
Form Fleets.	17	Research Advancement.	33	Winning a Space Battle	46
Colonize a System	18	Holding Rival's Advancements	33	Winning a Planetary Invasion	46
Occupy the System.	18	Research Weapons	34	Retreating from Combat	46
Build Resource Nodes	20	Research Shields	34	Surrender to Invasion	46
		Study Phenomenon	34	Combat Continues	46
				Capturing Ships	46
				SAMPLE TURN	47
				KEY GAME TERMS.	50
				GAME ROUND SUMMARY	52

INTRODUCTION

Boldly go where no player has gone before. Command your destiny in *Star Trek: Ascendancy*! Live the dream of Starfleet captain, Klingon warrior, or Ferengi trader in this strategic board game that puts you in command of a galactic power.

Lead your civilization outward from its homeworld, expanding your influence and securing vital resources. Will you build a Federation of Planets, fostering diplomacy and trade? Crush your enemies with Cardassian warships? Or outmaneuver your rivals with Romulan subterfuge?

The unknown awaits as you explore a dynamically generated galaxy, encountering diverse planets, fascinating alien cultures, and perilous interstellar phenomena. Each turn unveils new opportunities and challenges inspired by the rich lore of Star Trek. Will you bravely face the dangers of the Briar Patch nebula? Seek first contact with a mysterious new species? Or unlock the secrets of a lost precursor civilization?

Beyond exploration, there's development. Research groundbreaking technologies. Negotiate trade agreements for mutual benefit, or exploit weaker civilizations. Engage in tactical space combat, outsmarting your opponents with cunning maneuvers and devastating weaponry. Ultimately, vie for galactic dominance, achieving victory through exploration, diplomacy, or military conquest.

The galaxy is yours to explore, expand, exploit, and exterminate as you ascend to become the ultimate power in the galaxy.

OBJECTIVE

To win the game, your civilization must either attain supremacy in the galaxy through holding your and two other players' home worlds, or ascend to a high level of culture.

Having their own agenda, a Vulcan player has a unique set of objectives instead of these standard ones.

STARFLEET ETHICS

Star Trek: Ascendancy is a competitive game, with every player trying to dominate, destroy, and absorb their rivals.

Don't pull out your *bat'leth* when someone invades your home world – it is all in the spirit of the game.

Similarly, if your civilization is running roughshod over the galaxy, try to maintain Picard-level aplomb as you become the ascendant power.

OTHER RULEBOOKS

This rulebook contains the rules you need to play *Star Trek: Ascendancy*. The other rulebooks contain Civilization rules, Optional rules, NPC rules and Campaign rules and scenarios.



The Civilization rulebook contains expanded rules explanations and examples, as well as tactical advice to use (or defend against) them.



Once you have played a few games, the Optional Rules book provides ways to change your game experience.



The NPC mode allows you to add extra Civilizations beyond your player count.



The Campaign Mode contains 15 scenarios that can be played as a single campaign, or as one-off adventures.

GAME COMPONENTS

SYSTEM DISCS



The game map is made up of round System Discs connected to other Systems via Space Lanes of different lengths.

Each Planetary System has a different capacity to hold Resource Nodes, shown as colored tabs next to the planet.

The Space Lane Die is used to determine a Lane's length.

SPACE LANES



FIRST TURN MARKER



The Turn Order Marker indicates which player will issue the first command in the current Round.

TURN ORDER CARDS



Turn Order Cards indicate sequence of play if you use some of the optional rules in the Optional Rules book.

COMMAND CONSOLES



Your Command Console tracks your Weapon and Shield levels, gives you a place to put your Resource tokens, and reminds you of your Civilization's special rules.



PLASTIC SLIDERS

ASCENDANCY TOKENS



Ascendancy Tokens track how dominant each Civilization is.

The first player to achieve 5 Ascendancy wins the game.

ADVANCEMENT CARDS



Advancement Cards detail a variety of cultural and technological achievements which can be completed. Each Civilization has a unique Advancement deck.

FLEET CARDS & MARKERS



Fleet cards hold groups of three or more Ships. Ships are placed on a Fleet card and then the Fleet Markers show the Fleet's position on the board.

STARSHIPS & CONTROL NODES



FEDERATION

KLINGON

ROMULAN



Each Civilization has their own Starships which explore the Galaxy, attack rivals and defend their Systems. Control Nodes are placed on a System's planet to mark which Civilization Controls the System.

STARBASE TOKENS



Starbases allow you to Build Ships and Commission Fleets. Starbases also fight in combats and make it more difficult for a rival to attempt Hegemony. Each Starbase you control also increases your Commands by 1.

RESOURCE NODES



CULTURE PRODUCTION RESEARCH



RESOURCE TOKENS

COMMAND TOKENS



Command Tokens indicate how many commands you may issue in a Round.

EXPLORATION CARDS



As you explore the Galaxy, you'll encounter a wide variety of discoveries, crises and strange new civilizations. When you discover a new Planetary System, draw an Exploration Card to see what you've found.

TRADE AGREEMENT CARDS



Each Civilization has three Trade Agreements they may give to the other players to represent peaceful commerce between their Civilizations. Each Trade Agreement you receive from another player increases your Resources each turn.

SUMMARY CARDS



These two-sided cards list all the things you can build in the Building Step on one side and all the Commands you can Issue in the Command Step on the other.

GAME SETUP

PLAYING TIME

Star Trek: Ascendancy is a big, galaxy-spanning game that follows the arc of civilizations. Be prepared, this is a long game. With experienced players, a game takes about two hours plus an additional half an hour for each player after the first three. Adding the Borg to your game will add up to another hour. Your first few games will be longer.

NUMBER OF PLAYERS

Star Trek: Ascendancy can be played with anywhere from 1 to 12 players. If you are playing with 4 or more players, you can use the rules in this core rulebook with no problems.

If you are playing with fewer than four players, you will find the Non-Player Civilization (NPC) rules useful. A single player will need Non-Player Civilizations to provide rivals. Two or three players can face off against each other using just the core rules, but once you know the rules, you will find games more varied if you add Non-Player Civilizations to bring the number of Civilizations in the game up to four.

PLAYING AREA

Star Trek: Ascendancy uses an organic, growing map that can be played on any shape of table. An area between 40 and 48 inches (100 and 120cm) across is ideal.

To avoid confusion, agree on what part of your game table is the playing area where Systems can be placed before the game begins. Depending on the size of your table, designating an area 36 to 40 inches (90 to 100cm) across as the playing area works well. That leaves room at the edges for your Command Console, Fleets, and so forth.

If you have more than four players, it will help to add an extra 15 to 18 inches (40 to 45cm) of length for each pair of additional players.

You can play on a smaller table by placing your Home Systems right at the edge of the playing area. Additionally, you can make more space by declaring the whole table as the playing area and placing your Command Console beside your Home System.

For a game with more exploration, play on a larger area. This will give a longer game as you discover a larger galaxy.

CHOOSE CIVILIZATIONS

Each player chooses the Civilization they will play. There are twelve Civilizations to choose from:

- Andorian Empire
- Breen Confederacy
- Cardassian Union
- Dominion
- Ferengi Alliance
- Gorn Hegemony
- Klingon Empire
- Romulan Star Empire
- Terran Empire
- Tholian Assembly
- United Federation of Planets
- Vulcan High Command

Give each player all the components associated with their Civilization. Each player should have:

- 1 Home System
- 1 Command Console with 2 Plastic Sliders
- 1 Summary Card
- 15 Advancement Cards
- 3 Trade Agreement Cards
- 3 Fleet Cards
- 3 Fleet Markers and Numbered Fleet Stands
- 30 Ships
- 3 Starbase Tokens
- 10 Control Nodes

Plus any civilization-specific cards and tokens

ESCALATION

Each player is limited to the actual number of Ships and Control Nodes they have. If you run out of Ships, you can remove Ships from the table and put them back in your supply. If you run out of Control Nodes, you can abandon Colonies by removing your Control Node and return it to your supply.

You can play a larger game by adding escalation packs that add additional Ships and Control Nodes to individual factions. If you do this, make sure that every player has an escalation pack so that everyone has the same quantity available.

COMMAND CONSOLE

Each player places their Command Console in front of them, outside the playing area if possible. They place the plastic sliders in the Weapons and Shields slots and set them to the lowest values: Weapons start at a Hit Roll of 5+ and Shield Modifier starts at 0.

Note: Take a moment to read the two Special Rules on your Command Console. These change the way your Civilization plays compared to other Civilizations.



The Federation Player's Command Console

Find your Starting Advancement card and place it face up beside your Command Console. This has another Special Rule for your Civilization and tells you how many Command tokens you will start with and your initial Warp Speed.

Then, shuffle the other Advancement cards and place them face down beside your Starting Advancement as your Advancement deck. Place your Trade Agreements face up beside your Advancements.

Place your three Fleet cards on the other side of your Command Console. These cards are double-sided. You can choose which side to use when you form that Fleet. Place the Fleet markers on their stands and place them on the matching cards.

Place your Ships, Control Nodes, and Starbases within easy reach and keep your Player Turn Card handy.



Klingon Starting Advancement

SUGGESTED PLAYER LAYOUT

Each player has their own supply of 30 Ships, 10 Control Nodes, and 3 Starbase Tokens.



Keep your Turn Summary card handy. It covers the Building Phase on one side and the Command Phase on the other.

Depending on the size and shape of your game table, you may need to lay out your components differently. Placing your Advancements beside your Command Console will fit a shallower area.

Resource Tokens are placed on the Command Console, Command Tokens above it.



Your Fleet cards show which Fleets you have Commissioned and how many Ships are in each.

When you Research an Advancement, take it from your Advancement deck and place it with your Starting Advancement. Place your Trade Agreements beside your advancements.

VULCAN AGENDAS

The Vulcan player shuffles their Vulcan Agenda cards then draws 3 Agenda cards. They pick one to place face-up on the table for all players to see, one to play face-down hidden from the other players, and discard the last card.

The Vulcan player wins if they achieve either their face-up Agenda or their face-down Agenda. They only need to achieve one of their two Agendas to win.



PLACE SHARED COMPONENTS

Place the shared components outside the playing area in a place where they are convenient for all the players to reach.

Shuffle the System Discs and Exploration cards, placing them face down. The shared components are:

- System Discs
- Exploration Cards
- Space Lanes (Length 2, 3 and 4)
- Space Lane Die
- Command Tokens
- Ascendancy Tokens
- Production Nodes
- Production Tokens
- Research Nodes
- Research Tokens
- Culture Nodes
- Culture Tokens
- Turn Order Marker
- Combat Dice

PLACE AND SETUP YOUR HOME SYSTEM

Each player places their Home System in the playing area in front of them. If you have space, place the Home Systems 4 to 6 inches (10 to 15cm) in from the edge of the playing area. Each Home System should be an equal distance from the neighboring two Home Systems.

Place one of your Control Nodes on your Home System, then place one each of the three types of Resource Nodes (Production, Research, and Culture) nestled into the three Site openings in the Control Node.

Note: Home Systems are sometimes described as Home Worlds. The two terms mean the same thing.



Earth, the Federation Home System, has a Federation Control Node and a Production, Research, and Culture Node.

SET UP YOUR CORE SYSTEMS

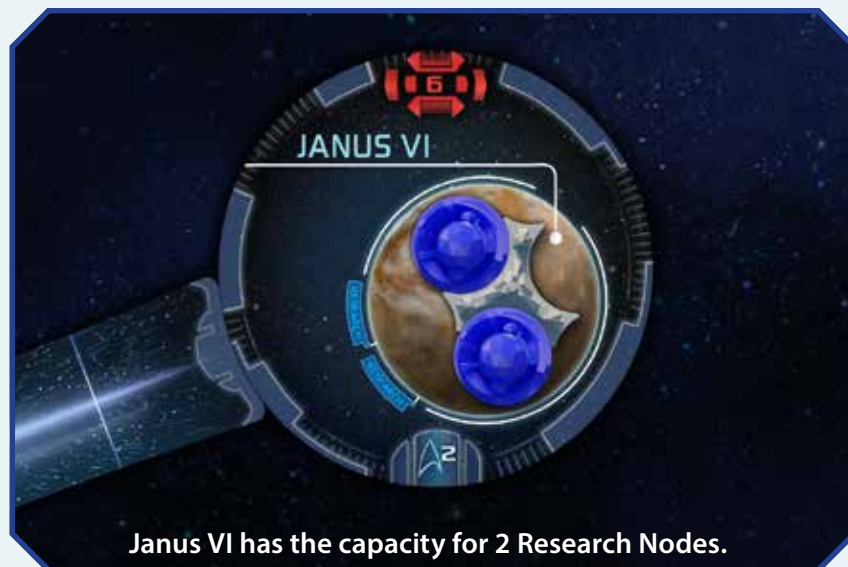
Place Core Systems around your Home System until you have 5 more Resource Nodes (for a total of 8).

To place a Core System, roll the Space Lane die. Take a Space Lane of the matching length from the shared resources, and place it with one end on your Home System.

Draw the top System Disc and place it *face up* at the end of the Space Lane. If it is a Phenomenon, discard that System Disc and draw another until you get a Planetary System.



Place one of your Control Nodes on the System and place Resource Nodes on Sites until you reach the System's Capacity or have a total of 8 Resource Nodes (3 on Home System and 5 on Core Systems). If the System has Capacity for more Resource Nodes than you can place, choose which ones to place, leaving the rest empty. You can build Resource Nodes on these Sites later.



If you haven't placed all 8 Resource Nodes, place another Core System (placing them clockwise from left to right as you draw them). If you have placed 3 Core Systems already and draw a fourth which still won't let you place all 8 Resource Nodes, discard that System and draw another until you find one that allows you to place all 8 Resource Nodes.



PLANETARY SYSTEMS AND PHENOMENA

System Discs come in two varieties: Planetary Systems and Phenomena. Planetary Systems can be colonized by most species, expanding their civilization. Phenomena are not habitable by most civilizations, but many are valuable research sites.



You can distinguish a Planetary System by the Capacity markings around the image of the main planet. These arcs of color tell you the types and number of Resource Nodes the System can have. The planet will have a corresponding number of rings marking the location of the Sites. Phenomena lack these Capacity and Site markings.



SITES AND CAPACITY

A Planetary System has a limited Capacity for Resource Nodes. This is shown by colored arcs around the planet. The number of arcs indicates the number of Sites in the System. The color tells you which types of Resource Nodes you can place on each Site:

- Red Sites allow Production Nodes
- Blue Sites allow Research Nodes
- Yellow Sites allow Culture Nodes
- Gray Sites are Open and allow any type of Resource Node

SHUFFLE DISCARDED SYSTEM DISCS

Once all of the players have placed their Core Systems, shuffle the discarded Systems back into the stack of System Discs.

FERengi PROFIT OVER PROFUNDITY

The Ferengi cannot build Culture Nodes, but can build Production Nodes on any type of Site. They never have Culture nodes on their Core Systems (although they will have one on Ferenginar). The Ferengi treat any Culture Site on a Core System as a Production Site, and if they wish, they can place Production Nodes on any Sites on their Core Systems.

THOLIAN SYSTEMS

When setting up Tholian Core Systems, *do not* discard Phenomena. Instead, discard Planetary Systems that have 3 Culture or Open Sites.

Tholians cannot place Resource Nodes on Culture or Open Sites (except on Tholia), but can use Production and Research Sites as normal. They must use their special Tholian Sites to place Culture Nodes.

The Tholians can place Resource Nodes on additional Tholian Sites in most Systems (see page 19 for more details). Every System (Planetary or Phenomenon) with 2 or fewer Sites is treated as having additional Tholian Sites to bring the total number of Sites up to 3 (including any Culture or Open Sites that the Tholians cannot use). These Tholian Sites allow any type of Resource Node, but the Tholian Sites in a System can only have 1 Resource of each type.

Once you have placed your Tholian Core Systems, place a 6 Hazard token on each non-Hazardous Core System.

LINK CIVILIZATIONS

Each player links their Systems with those of the player to their right. Starting with their rightmost Core System (the one they placed last), they place Space Lanes and Systems to link with their neighbor's leftmost System (the one they placed first) by the shortest route possible.

Roll the Space Lane die. Take a Space Lane of the matching length and place it with one end on your System.

- If you can Connect the other end to your neighbor's System, do so (see Connecting Existing Systems on page 27).
- Otherwise, draw the top System Disc and place it *face down* as an Unexplored System at the end of the Space Lane.

Continue placing Space Lanes and face down Unexplored System Discs to create the shortest link to your neighbor.

Your playing area should now have a Home System Adjacent to Core Systems for each player, with these linked in a ring around the table Connecting all of the players' Home Systems.

When a Civilization Explores these Unexplored Systems, if they have a Space lane Capacity of 1 (see page 25) discard it and draw a new System Disk that has enough Space Lane Capacity for the number of space lanes joining it.

PLACE SHIPS

Place 3 Ships on your Home or Core Systems distributed as you wish. These Ships are in Orbit around that System.

CARDASSIAN OCCUPATION

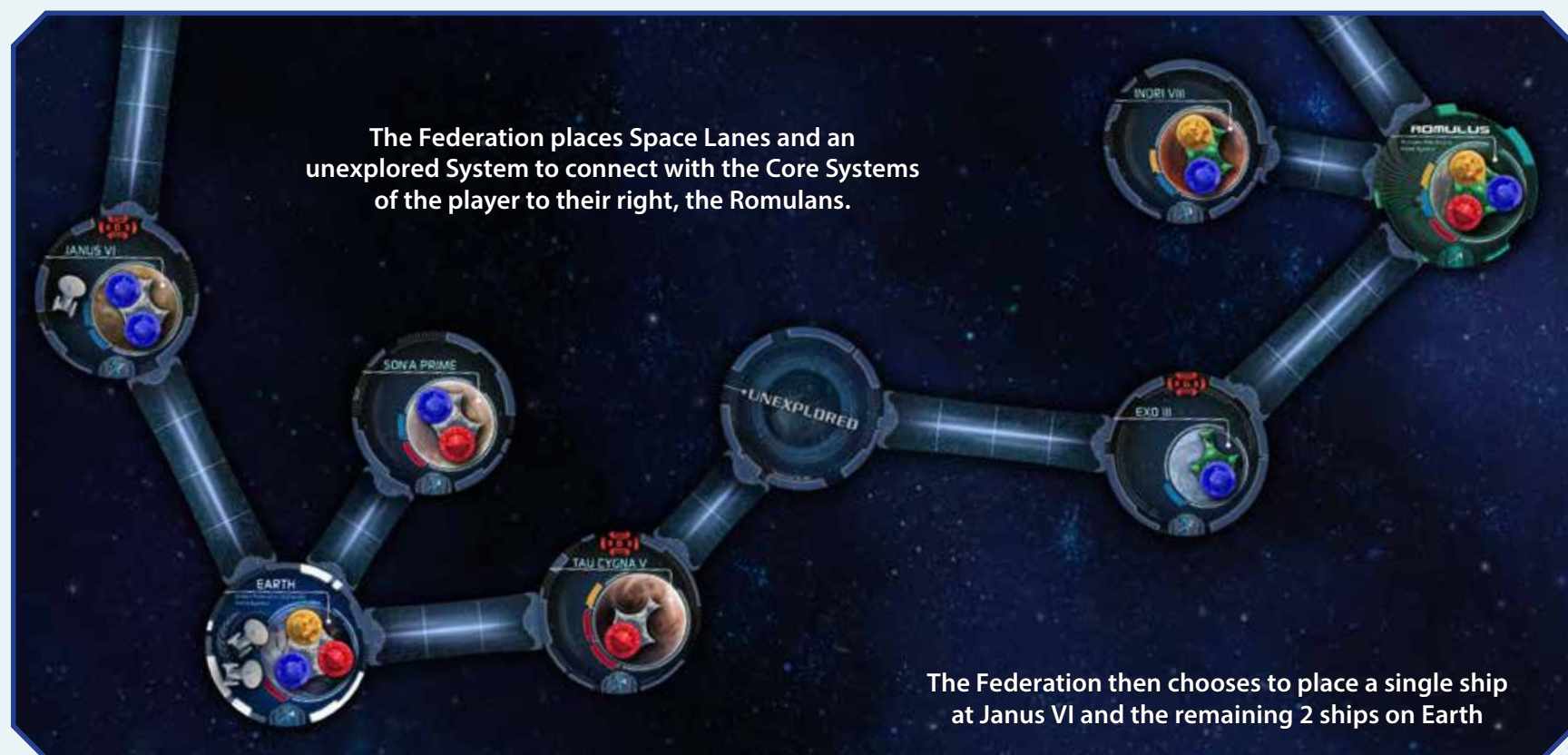
The Cardassians need a Ship in Orbit around their Systems (other than their Home System) to generate Production tokens from them. The Cardassian player should place a Ship on each of their Core Systems to get their Production tokens.

STARTING ASCENDANCY

Each player starts with 1 Ascendancy token, unless they are playing Vulcans, who start with 3 Ascendancy tokens. Place your Ascendancy tokens so that all players can see how many you have.

ASSIGN TURN ORDER MARKER

Each player draws a Turn Order card. The player with the lowest number takes the Turn Order marker.



SUGGESTED GAME LAYOUT



Depending on what type of table you're playing on, distances between the Home Systems and table edges will vary. The Important thing is for Home Systems to be about the same distance from each other and the table edge and the same distance from the edge of the playing area.

GAME ROUNDS

Play consists of a series of Game Rounds that continue until a player wins the game. Each Game Round consists of five phases:

1. Check Victory,
2. Recharge,
3. Building,
4. Command, and
5. Maintenance.

CHECK VICTORY PHASE – PAGE 13

Players check to see if anyone has won or been Exterminated. If someone has won, the game ends.

RECHARGE PHASE – PAGE 14

All of the players recharge their resources, readying for the coming Build and Command Phases. Each Recharge Phase consists of:

1. Pass Turn Order Marker,
2. Generate Commands,
3. Generate Resources,
4. Refresh Cards, and
5. Resupply Phenomena.

BUILDING PHASE – PAGE 17

All of the players build their civilizations, adding new Ships, Fleets, Resource Nodes, and Colonies to their assets.

COMMAND PHASE – PAGE 22

Starting with the player holding the Turn Order Marker, players take turns issuing Commands to:

- Commission Fleets and Starbases,
- Move their Ships and Fleets,
- Initiate Space Battles and Launch Planetary Invasions,
- Exchange Trade Agreements,
- Attempt Cultural Hegemony,
- Research Advancements and improvements to their Weapons and Shields,
- Obtain Resources, and
- Activate Special Rules.

MAINTENANCE PHASE

- Some special rules take effect in the Maintenance Phase at the end of the Round, otherwise nothing happens in this phase.

CHECK VICTORY PHASE

There are two different paths to winning the game (unless you are playing as the Vulcans who have their own Agendas). You can win the game by becoming either the most ascendant civilization or the supreme military power in the galaxy.

ASCENDANCY VICTORY

If a player Controls their Home System and has 5 Ascendancy tokens, they win the game. They have established their cultural ascendancy over the galaxy.

SUPREMACY VICTORY

If a player Controls their own Home System and the Home Systems of 2 rivals, they win the game. They have dominated the galaxy with their military might.

VULCAN AGENDA VICTORY

A Vulcan player cannot achieve an Ascendancy or Supremacy Victory. They can only win by Controlling their Home System and achieving one of their Agendas (see page 8).

TIED VICTORIES

If two players have achieved Victory, through Ascendancy, Supremacy, or a Vulcan Agenda, the player who Controls the most Systems wins. If it is still a tie, both Civilizations have risen to greatness and the players share the victory.

EXTERMINATION

If a player has no Ships and does not Control any Systems, their Civilization has been exterminated and that player is eliminated from the game. All cards held by that player (including Trade Agreements and Advancements they took from rivals) are discarded and shuffled back into their owner's decks. All Trade Agreements they have given to other players are discarded. Any of their Advancements held by rivals remain in play.

RECHARGE PHASE

At the start of each Game Round, there is a Recharge Phase in which players' Resource Nodes generate Resources, Trade Agreements generate Profits, some Advancements provide Resources, and some basic game maintenance takes place. All of the players gain their resources at the same time in the Recharge Phase.

Each Recharge Phase consists of the following steps taken in order:

1. Pass Turn Order Marker
2. Generate Commands
3. Generate Resources
4. Refresh Cards
5. Resupply Phenomena

PASS TURN ORDER MARKER

The player with the Turn Order marker passes it to the player on their left. That player will be the first to Issue a Command in the Command Phase.

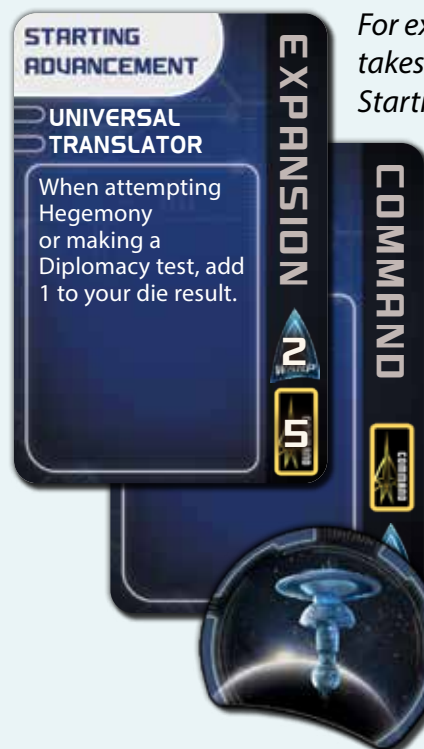
Note: Do not pass the Turn Order Marker in the first Game Round. The player who received the Turn Order marker during Game Setup retains it for that Round.

GENERATE COMMANDS

Each player discards all of their Command tokens. Then, they take the number of Command tokens shown on their Starting Advancement and any other Advancements that they have Researched. They add 1 Command token for each Starbase they Control (whether initially theirs or not).



Place the Command tokens face up where all the players can see them. Command tokens are double sided. The Exhausted side indicates that the Command has been used.



For example, the Federation player takes 5 Command tokens from their Starting Advancement.



The Federation Player has also Researched the Starfleet Command Advancement which generates an additional command.

They also control a Starbase, giving them another Command, for a total of 7 Command tokens.

4
Ministry of Security
For each Vulcan Ambassador placed on an Independent Civilization, +1 Command. Discard

ESPIONAGE

VULCAN: MINISTRY OF SECURITY

The Vulcan Ministry of Security Advancement gives the Vulcans additional Commands. For each Independent Civilization that has a Vulcan Ambassador placed on it, they gain 1 Command token.

GENERATE RESOURCES

Resources (Production, Research, and Culture tokens) are used to build assets to expand your civilization.

RESOURCE NODES

Each player gains 1 Resource of the same type for each Resource Node they Control. A Production Node generates 1 Production token. A Research Node generates 1 Research token. A Culture Node generates 1 Culture token.



CARDASSIAN OCCUPATION

Production Nodes in Systems controlled by the Cardassians (other than their Home System) only Generate Resources if there is a Cardassian Ship in Orbit around that System.

TRADE AGREEMENTS

Each Trade Agreement shows the Resources it generates. Each player gains the Resources shown on the Trade Agreements they have received from their rivals.



For example, the Klingon player currently holds a Federation 1 Production Agreement and a Romulan 2 Production Agreement. When Generating Resources, the Klingon player gets a total of 3 Production from the rival Trade Agreements. They still hold their own 3 Production Agreement, but don't get anything from their own Trade Agreement (you can't trade with yourself).

EXHAUSTED TRADE AGREEMENTS

Sometimes a Trade Agreement may become Exhausted. You do not receive any Resources from Exhausted Trade Agreements.

Note: The Romulan special rules require them to Exhaust all Trade Agreements when they receive them. This forces them to wait a turn until they can generate resources from them.

FERengi TRADE AGREEMENTS

Ferengi Trade Agreements do not have a fixed value. Instead, they generate 1 Production for each System that you Control that has Ferengi Ships in Orbit around it.

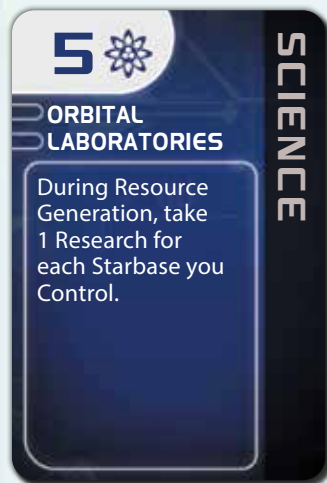
The Ferengi Starting Advancement Generates 1 Production for each rival-Controlled System that the Ferengi have Ships Orbiting. The more Systems the Ferengi are able to negotiate themselves into, the more trade profit they receive!



ADVANCEMENTS

Some Advancements generate Resources. This will either be specified in the special rules, or shown as a symbol inside the special rules box.

Advancements that show a symbol do not generate Resources, for other civilizations if they have that Advancement. They only generate these Resources when held by their original civilization.



For example, if the Federation player has researched the Orbital Laboratories Advancement, they get a Research Token in the Recharge Phase for each Starbase they control.

So, the more Starbases they Commission or take Control of, the more Research tokens they generate.



For example, if the Gorn player has researched the Glory of the Hunt Advancement, the Culture symbol at the bottom of the card means that the Gorn player gets a Culture Token each time they Generate Resources.

If the Ferengi had this Advancement (using their Rule of Acquisition #21 Advancement), they would get the special rule, but not the Culture token in the Recharge Phase.

ROMULAN ADVANCEMENTS

Some of the Romulan Advancements have a Culture symbol in the bottom right corner.

When you Research these Advancements you immediately gain a Culture token.

This immediate one-time gain does not give additional Culture in the Recharge Phase.

REFRESH CARDS

Some effects, such as the Romulan's Suspicious special rule, cause cards to be Exhausted (turned face down). Refresh these cards by turning any Exhausted cards face up.

EXHAUSTED CARDS

When a card is Exhausted, it is temporarily out of the game until it is Refreshed. Exhausted cards cannot be used in any way. So, for example, Exhausted Advancements don't increase the Warp Speed of your Ships, don't give you extra Commands, and don't give you extra Resources. However, tokens gained from or placed using this Advancement remain in place.

REFRESH PHENOMENA

Add Research tokens to each Phenomenon that has been Studied (see page 34) until it has as many Research tokens as the number of Research icons showing its Research Potential (see page 41).

The first player to successfully Brave the Hazard while Studying a Phenomenon will claim all its Research tokens and can Research an Advancement (see page 33).



BUILDING PHASE

In the Building Phase, the players spend Resources to develop their civilization. Each player may do any of the following in any order:

- Gain Ascendancy
- Build Ships
- Build Resource Nodes
- Colonize a System

All of the players build their new assets at the same time in the Building Phase. It is often helpful to have a quick go-round the table at the end of the Building Phase in which each player gives a quick rundown as to what they built, saving time over each player having to study the other players' dispositions to see what has changed.

Each civilization has a Turn Summary Card that tells them what they can (or can't) do during the Building Phase.

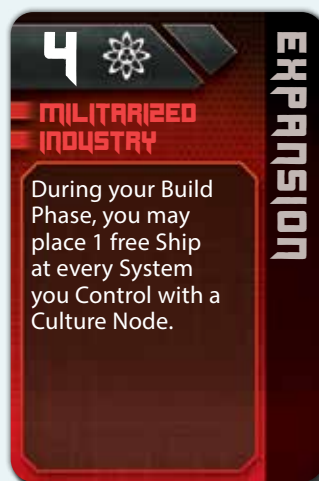


Klingon Building Phase
Turn Summary Card

BUILDING SPECIAL RULES

Some Advancements' Special Rules will allow you to do something extra during your Building Phase. These may be used at any time in the Phase.

For example, if the Klingon player has researched the Military Industry Advancement, they could wait until after they build additional Culture Nodes before using the Advancement's special rule, allowing them to get additional free Ships.



GAIN ASCENDANCY

Each player can spend 5 Culture tokens to gain 1 Ascendancy token. They can only do this once per Game Round.

Note: You need 5 Ascendancy tokens to win an Ascendancy Victory. Since you can only gain one per Round, don't wait too long before ascending.



BUILD SHIPS

You can build Ships at your Home System (if you still Control it) and at any Starbase you Control. Some Advancements allow you to build Ships at other Systems as well.

Each Ship costs 1 Production token.

FORM FLEETS

If, after you build Ships at your Home System or a Starbase, there are 3 or more Ships in the System, you can form any or all of them into a Fleet (see page 37).

Take the Fleet marker for the Fleet of your choice and place it in the System. Then, turn the Fleet card to the side you want to use and place the Ships on the card.

You can only have as many Fleets as you have Ascendancy tokens, up to a maximum of 3 Fleets.



The Federation
Commissions a Fleet
and places 4 Ships
from the System on
the Fleet 1 Card.

The Federation Fleet
Marker 1 replaces the
Ships on the System.

COLONIZE A SYSTEM

You may Colonize an Undeveloped Planetary System you Occupy by building a Control Node. A System is Undeveloped when it doesn't contain any Control or Resource Nodes or Ascendancy tokens.

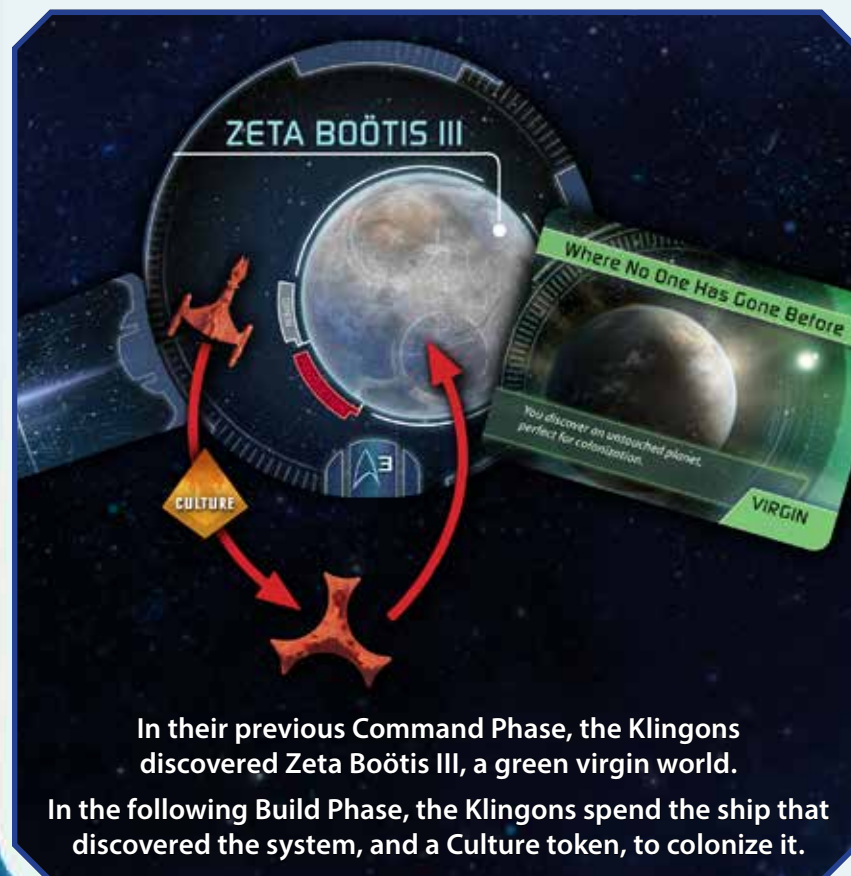
Colonizing a new System costs 1 Culture and 1 Ship (which must be in Orbit of the System being Colonized). Place one of your Control Nodes on the System to show that you've colonized the entire system.



Note: Establishing a Colony is a Resource-intensive process. Ships are often used as the functional core of a new Colony.

OCCUPY THE SYSTEM

You must Occupy a System (have no Hostile Ships in Orbit and gain the agreement of every Peaceful rival that has Ships in Orbit) in order to Colonize the System.



FEDERATION COLONIZATION

FEDERATION: PRIME DIRECTIVE

The Federation may never Colonize Systems with a Pre-Warp Civilization Exploration Card.

FEDERATION: COLONIZATION FLEET

When a Federation Colonization Fleet Colonizes a System, it removes the need to discard 1 Culture, replacing it with the requirement to Disband the Fleet as part of the Colonization process.

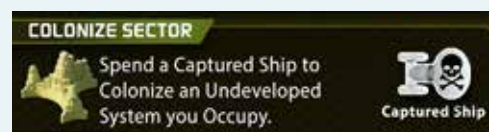
If an Exploration Card or other card changes the way that a System is Colonized, that card takes priority over the Colonization Fleet's special rule.



GORN COLONIZATION

The Gorn require living sentients from other species to colonize new planets with their younglings.

Instead of spending a Culture and 1 of their own Ships in Orbit, the Gorn must spend a Captured Ship to Colonize a System.



THOLIAN COLONIZATION

The Tholians are extremophiles, requiring temperatures way above those favored by other species.

Unlike other Civilizations, Tholians can Colonize Phenomena.

When the Tholians Colonize a Phenomenon, it becomes a Planetary System, but retains the special rules and Research available for Studying a Phenomenon (see page 34).

Tholians cannot Colonize non-Hazardous Systems. They must use their Stellar Agitator Advancement to make the System Hazardous first, then Colonize the System.

STARTING ADVANCEMENT

STELLAR AGITATOR

In the Building Phase, spend 1 Research to place a 6 Hazard token on a non-Hazardous Planetary System you Occupy and no rival Controls.

When Braving Hazards, your Ships have a +1 Shield modifier.

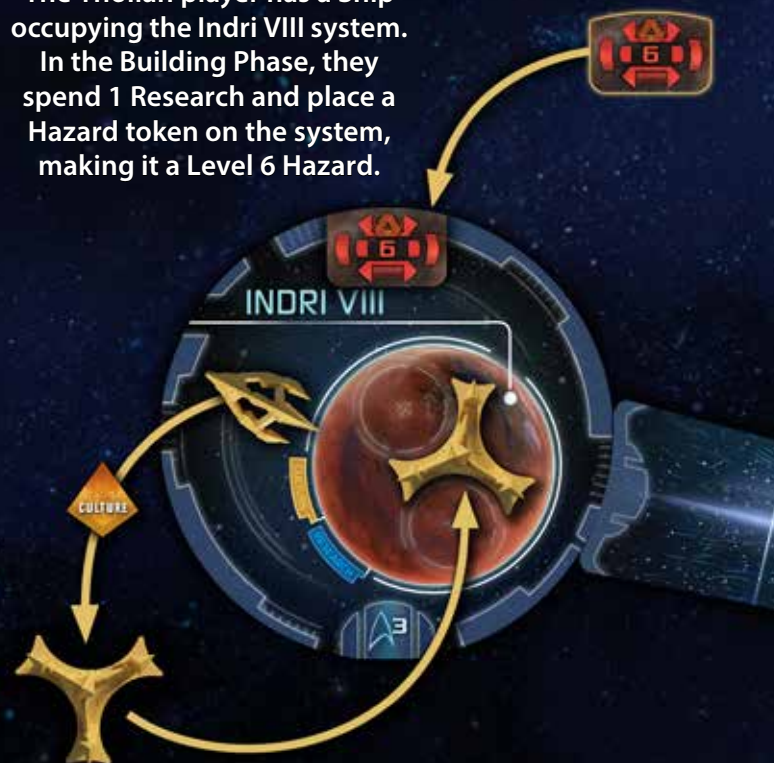
EXPANSION

2

4

The Tholian player has a Ship occupying the Indri VIII system.

In the Building Phase, they spend 1 Research and place a Hazard token on the system, making it a Level 6 Hazard.



Now that the Indri VIII System is Hazardous, the Tholians can Colonize it.

They spend their Ship and a Culture token to do so.

VULCAN COLONIZATION

Long ago, the Vulcans seeded the galaxy with Vulcan colonies and Systems. Some of these have since lost contact with Vulcan and are waiting to be discovered by other civilizations.

COLONIZE SECTOR

Build on any Undeveloped System.



Vulcans do not Colonize Systems in the usual way. Instead, Vulcans spend an Ascendancy to colonize any Explored, Uncontrolled, Undeveloped System (typically an empty or Virgin world or Pre-Warp Civilization) — even systems they are not Connected to. This is the only way the Vulcan player may Colonize new Systems in the Building Phase.

If both the Vulcan player and another player can Colonize the same System, the Vulcan player has the first opportunity to do so.

VULCAN: ANCIENT VULCAN RELIQUARY

The Ancient Vulcan Reliquary Advancement allows the Vulcans to immediately Colonize a System. The Vulcan player does not have to pay the usual cost of 1 Ascendancy to do this.

VULCAN: COMMUNICATION NETWORK

The Communication Network Advancement allows the Vulcans to immediately build a Resource Node at no cost when they Colonize a System.

BUILD RESOURCE NODES

Some planets are rich in natural resources. Others contain sites rich in scientific research potential, while some have the potential to support great cities and cultural touchstones.

You may build Resource Nodes in Systems you Control. Each System has a Capacity marked with colored tabs around the edge of the planet that shows how many Sites for each type of Node may be built.

- Red Sites allow Production Nodes
- Blue Sites allow Research Nodes
- Yellow Sites allow Culture Nodes
- Gray Sites are Open and allow any type of Resource Node.

To Build a Resource Node, spend the cost listed for that type of Node:

- Production Nodes cost 2 Production
- Research Nodes cost 1 Research and 1 Production
- Culture Nodes cost 1 Culture and 1 Production



Once built, Resource Nodes remain in play until they are Destroyed by a Planetary Invasion or a Special Rule.

WHICH SITE?

To check whether a System has Capacity to build a particular type of Resource Node, assign the existing Resource Nodes to any appropriate Sites. If there are any remaining Sites that can take the Resource Node you wish to build, you can do so.

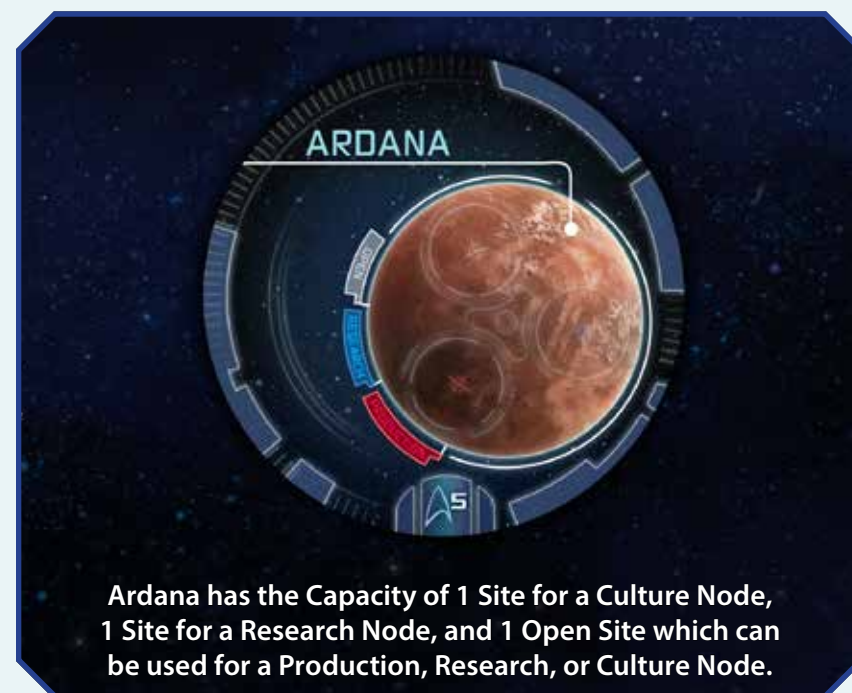
In cases where a Civilization has used a Special Rule to build Resource Nodes on Sites where your Civilization cannot, assign these additional Resource Nodes to any Site.

For example, you control Mazar which has a Production, a Research, and a Culture Site. Mazar was previously controlled by the Ferengi who built 2 Production Nodes using their Profit Over Profundity rule. You could assign the extra Production Node to either the Research or the Culture Site, and build on the other.

OPEN SITES

An Open Site is versatile enough that you can choose what type of Node to build there.

You may change the type of a Resource Node built on an Open Site by paying the full cost of the new Resource Node type in the Building Phase.



FERengi RESOURCE NODES

The Ferengi value latinum over all things. Profit is the measure of their culture.

FERengi: PROFIT OVER PROFUNDITY

Ferengi can never build Culture Nodes. Their starting Culture Node on Ferenginar will be their only one, unless they take Control of more via Planetary Invasion or Cultural Hegemony.

However, during their Build Phase, Ferengi may purchase Culture tokens at a cost of 5 Production tokens each.



FERengi: ONLY LATINUM LASTS

Ferengi may build Production Nodes on Research and Culture Sites

THOLIAN RESOURCE NODES

Tholians are crystalline beings that find the cool planets with vegetation and standing water that other species like, to be inhospitable. After adjusting the climate with their Stellar Agitators, these environments are destroyed.

THOLIAN: CRYSTALLINE

Tholians cannot build Resource Nodes on Culture or Open Sites (except on Tholia), but can use Production and Research Sites as normal. In addition, other Civilizations cannot build Resource Nodes on Culture or Open Sites on Systems with a Tholian Hazard token.

THOLIAN SITES

Tholians can place Resource Nodes on additional Tholian Sites in most Systems. Every System (Planetary or Phenomenon) with 2 or fewer Sites is treated as having additional Tholian Sites to bring the total number of Sites up to 3 (including any Culture or Open Sites that the Tholians cannot use).

These Tholian Sites allow you to build any type of Resource Node, but you can only build one Resource of each type on the Tholian Sites of a System. These can be the same as Resource Nodes built on normal Sites. Like Open Sites, you can change the type of a Resource Node built on a Tholian Site by paying the full cost of the new Resource Node type in the Building Phase. You must still abide by the limit of one Resource Node of each type on a System's Tholian Sites.

GORN CULTURE NODES

The Gorn reproduce by seeding planets with captured sentients from other species and releasing their younglings to feed on them and fight for dominance. The survivors become the next generation of adults.

GORN: NURSERY PLANETS

Gorn Culture Nodes cost 1 Captured Ship. The Gorn gain Captured Ships when they win Combats.



In the Building Phase, the Gorn can Build Culture Nodes on any type of Site, Production, Research, Culture, or Open.

There are Planetary Systems, such as Silwaan Prime (which has 3 Open Sites), that are so inhospitable to Tholians that they cannot place or build any Resource Nodes there at all.



Indri VIII has a Capacity of 2, so gains 1 Tholian Site. Since the Tholians cannot use Culture Sites, they can only build on the Research Site and the additional Tholian site they receive. So they could build a Research Node on the Research Site and another on the Tholian Site



Murasaki 312 is a Phenomenon, so has no Capacity for building Resource Nodes. As a result it gains 3 Tholian Sites, allowing the Tholians to build 1 Node of each type there.

COMMAND PHASE

Starting with the player holding the Turn Order Marker and moving clockwise (to the left), players take their turns Issuing Commands to:

- Move a Ship or Fleet at Impulse Speed
- Move a Ship or Fleet at Warp Speed (2 *Command tokens*)
- Explore a New System
- Commission a Starbase
- Attempt Cultural Hegemony
- Initiate a Space Battle
- Invade a Planet
- Research an Advancement
- Research Weapons or Shields
- Study a Phenomenon
- Exchange Trade Agreements
- Obtain Resources (1 or 2 *Command tokens*)
- Perform Special Actions

Some Civilizations have special rules that may modify costs, or what they can and cannot do during the Command Phase. These are noted on their Turn Summary Cards, for example the Andorians must Exhaust additional commands to Form Fleets when moving, and Commissioning Starbases costs an extra Command.

INITIATIVE STAGE

Some Advancements refer to an Initiative Stage. This occurs immediately before the first Turn of the Command Phase.

MOVE or EXPLORE

Move a Ship or Fleet at Impulse Move a Ship or Fleet at Warp
Exhaust an additional Command to form a Fleet

HEGEMONY

Attempt Cultural Hegemony on a Developed System you Occupy.

INVADE PLANET

Launch Invasion of a Developed System you Occupy.

SPACE BATTLE

Initiate Space Battle against rival Ships in Adjacent System.

RESEARCH or STUDY

Research Advancement, Weapons, or Shields, or Study a Phenomenon.

COMMISSION STARBASE

Commission Starbase on your Colony.

TRADE AGREEMENT

Exchange Trade Agreements with Adjacent rival.

OBTAIN RESOURCES

Gain 1 Production Gain 1 Research

Issue Commands to do the following:

Andorian Building Phase Turn Summary Card

PLAYER TURNS

The Command Phase of each Round consists of the players taking turns to Issue a Command. If you have any Command tokens, you must Issue a Command each time it is your turn.

Once you have no Command tokens left, you stop having turns until the next Command Phase. Once all players have used all of their Command tokens, the Command Phase ends.

EXHAUSTING COMMAND TOKENS

As you Issue Commands, you Exhaust Command tokens by flipping them to their Exhausted side. This shows that they have been used this Round and are no longer available. You will discard your Command tokens and gain new ones in the Generate Commands part of the Recharge Phase at the start of the next Round (see page 14).



REFRESHING COMMAND TOKENS

Some abilities, like the Gorn Spawning Fleet, allow you to refresh Command tokens. When this happens flip one of your Exhausted Command tokens back over so it is available to use again.

3

SPAWNING FLEET

When this Fleet wins a Planetary Invasion, you may spend 1 Culture to refresh 1 of your Command tokens.

■ MOVE AT IMPULSE

Use impulse movement to move a Ship or Fleet over short distances or to launch a Space Battle.

To Move at Impulse, Exhaust a Command token and move 1 Ship or Fleet to an Adjacent System (or remain in the same System).

You may issue more than one Move at Impulse or Move at Warp Command to the same Ship or Fleet in different turns of the same Round.



FEDERATION: THE COCHRANE INSTITUTE

The Cochrane Institute advancement increases your impulse speed, allowing Ships and Fleets to move 2 Systems instead of 1 when using a Move at Impulse command.



MOVE AT WARP

Use warp movement to move a Ship or Fleet over a longer distance. As your Civilization researches new Advancements, the distance you can go at Warp Speed increases.

To Move at Warp, Exhaust 2 Command tokens and move 1 Ship or Fleet to a System up to your Warp Speed away from its starting System.

You may issue more than one Move at Impulse or Move at Warp Command to the same Ship or Fleet in different turns of the same Round.

WARP SPEED

Your Warp Speed is the number of Warp symbols on your Starting Advancement card and any other Advancement cards that you have Researched (see page 33).



FERENGI:
COMMERCE ENFORCEMENT SQUADRON

When the Ferengi Commerce Enforcement Squadron Moves at Warp, it only Exhausts 1 Command token.

ENTERING RIVAL TERRITORY

The following rules apply to both Move at Impulse and Move at Warp commands.

MOVING INTO AND THROUGH SYSTEMS

You may always move through Systems you Control (one where you have a Control Node), regardless of the presence of rival Ships.

You may always move through or end your Movement on Systems that have no rival Ships in Orbit, even if the System is Controlled by a Hostile rival.

HOSTILE SHIPS IN ORBIT

You cannot move through a System that has Hostile Ships in Orbit, unless you Control the System. You cannot end your Movement on a System that has Hostile Ships in Orbit.

PEACEFUL SHIPS IN ORBIT

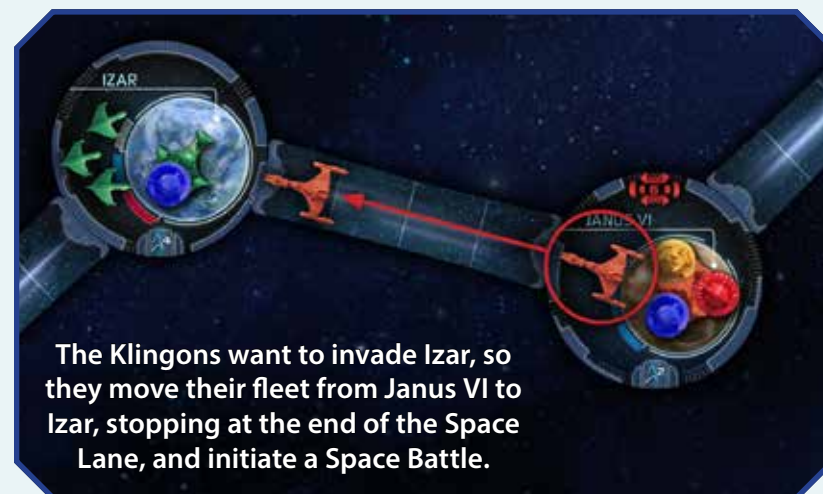
Before Issuing a Move at Impulse or Move at Warp Command that will result in your Ships moving through or ending on a System that you don't Control that has Peaceful Ships in Orbit, you must gain the agreement of the rivals controlling the Ships. The rivals may block or allow the move as they wish.

INITIATE SPACE BATTLE

When you Issue a Command to Move at Impulse or Warp, you can immediately initiate a Space Battle (see page 30) as part of the same turn.

To do so, Move to a System with rival Ships in Orbit, but halt on the Space Lane Attached to the System before you arrive. Then immediately Exhaust another Command token to initiate the Space Battle.

This is the only way you can end a Move at Impulse or Warp command on a Space Lane rather than In Orbit of a System.



FORMING FLEETS ON THE MOVE

If your Move at Impulse or Warp starts or ends at your Home System or one of your Starbases, and there are 3 or more Ships in that System, you can form any or all of the Ships in that System into a Fleet as part of your Move command.

To do so, take the Fleet marker for the Fleet of your choice and place it in the System. Then, turn the Fleet card to the side you want to use and place at least 3 Ships from that System on the card (see page 37).

ADDING AND REMOVING SHIPS TO A FLEET

If you are taking a Move at Impulse or Warp command with a Fleet, you may add or remove Ships to or from the Fleet at the start or end of your movement, whether the System is your Home System or has a Starbase or not.



EXPLORE NEW SYSTEM

You can use impulse or warp movement to venture off the beaten path and explore new Systems.

To Explore a New System, take a Move at Impulse or Move at Warp command, but instead of moving along an existing Space Lane to an Explored System, you can:

- Move along an existing Space Lane to Explore an Unexplored System,
- Place a new System at the end of a new Space Lane, or
- Place a new Space Lane to connect two existing Systems.

Whichever you choose, your movement stops when you reach the System you are Exploring.



ATTACH A NEW SPACE LANE

To Attach a new Space Lane, roll the Space Lane die and select a Space Lane of the matching length from the shared components. Place it with one end Attached to the System you are exploring from.

The Space Lane can be placed anywhere on the outside edge of the System, as long as there is room for it.



SPACE LANE CAPACITY

Each System has a Space Lane Capacity shown at the bottom of the disc that indicates the number of Space Lanes that can be Attached to it. Once that number of Space Lanes is Connected to the System, it cannot have more Space Lanes Connected to it.



This System can have 3 Space Lanes attached to it.

PLACE A NEW SYSTEM

Draw a new System from the System stack in the shared components. Place it face up at the end of the Space Lane, then move the Ship or Fleet onto the System. This ends their movement.

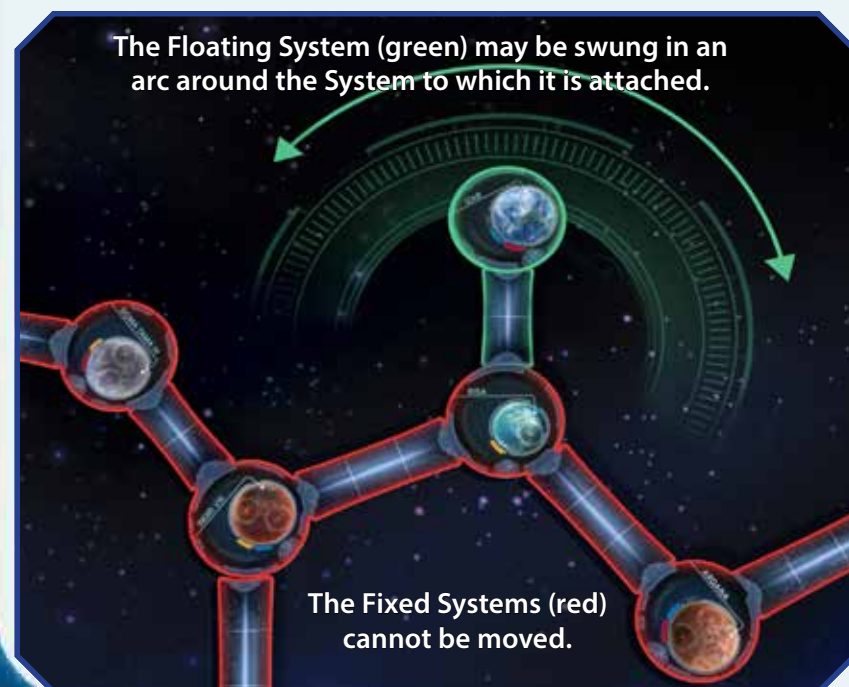
The System Disc cannot touch or overlap existing Space Lanes or System Discs.

ROTATE FLOATING SYSTEMS

As you head into unexplored space, uncertainty abounds. The best course to reach a System isn't determined immediately upon discovering it. System Discs are not fixed in place on the board when they are first placed. This can be useful when trying to fit a System in a restricted space or connect two existing Systems together.

A System Disc is Fixed when it has two or more Space Lanes attached, or has no attached Space Lanes. Fixed System Discs cannot be moved.

When a System Disc has only one attached Space Lane, it is Floating. You may swing any Floating System as long as the attached Space Lane remains attached to the same System after doing so, and neither the System Disc nor the Space Lane touches or overlaps other Space Lanes or System Discs after it has been swung. A Floating System can have Nodes, Ships, and Starbases on it. These will move with the System and can be repositioned as needed.



FIXED SYSTEMS CANNOT ROTATE

As soon as a System has two or more Space Lanes attached, it is a Fixed System and can no longer be moved.

HOME SYSTEMS ARE FIXED

Home Systems are always Fixed Systems and cannot be moved.

INSUFFICIENT SPACE FOR SYSTEM

If the new System at the end of a Space Lane won't fit (even if Floating Systems are swung out of the way) within the playing area or because there is no room between other Systems and Space Lanes, progressively reduce the length of the Space Lane by 1 until either it fits or it won't fit, even with a Space Lane of length 2. If it doesn't fit, you cannot explore from this System, so remove the Space Lane and either end your movement in the System you tried to explore from, or, if you have more movement, continue on to another System.

Note: Some rules on Advancements and other components use the term Sector as an alternative word for System. Both terms mean the same thing.

EXPLORE THE SYSTEM

Having discovered a new System or entered an Unexplored System, you must explore it. See the Exploration Rules on page 38.



TERRAN EMPIRE: MIRROR UNIVERSE

If the Terran Empire is in the game, you must also use the Mirror Universe rules, see pages 22 to 24 of the Civilization rulebook.

Whenever a new System is Explored, roll to see if it has a Mirror Universe Reflection, allowing travel to and from the Mirror Universe.

CONNECTING EXISTING SYSTEMS

Rather than exploring for a new System, you can explore for a new Space Lane connecting two existing Systems. At least one of these two Systems must be a Floating System (one with just one Space Lane Connected to it) capable of swinging. You cannot attempt to connect two Fixed Systems.

Roll the Space Lane die as normal to determine the length of the Space Lane you have discovered. Swing the Floating System or Systems until the Space Lane Connects them. Then move the Exploring Ship or Ships into the System they connected to. Even if there are Ships belonging to a rival in the System, the Exploring Ships move into the newly-connected System.

As with new Systems, if there is insufficient space to connect them with the Space Lane rolled, reduce its length until a Connection is possible.

If the Space Lane is too short to Connect the Systems and there is space for a new System at the end of the Space Lane, place a new System instead of Connecting the two Systems you intended. If there is no space for a new System, progressively increase the length of the Space Lane by 1 until the Connection can be made.



COMMISSION A STARBASE



Starbases allow you to build Ships and Fleets away from your Home System and grant you additional Command tokens.

To Commission a Starbase, Exhaust a Command token and place a Starbase Token next to a System you Control that does not already contain a Starbase.

ONE STARBASE PER ASCENDANCY

There is no Resource cost to Commission a Starbase, but you may only Commission one Starbase per Ascendancy token you hold, up to a maximum of 3 Starbases.

You may Control more Starbases than this, if you have taken Starbases from rivals.

Once placed, Starbases cannot be moved, discarded, or destroyed.

ANDORIAN: FIERCE INDEPENDENCE

From the outside, Andorians may appear disciplined, but Andorian captains are fiercely independent and protective of their accomplishments. Convincing prideful captains to work together often requires the Chancellor's firm hand.

When Commissioning a Starbase, an Andorian player must Exhaust 2 Command tokens instead of 1.

VULCAN: NO STARBASES

Vulcans cannot build Starbases, although they can gain Control of them through Planetary Invasions and Cultural Hegemony.

■ ATTEMPT HEGEMONY

There are two ways of adding a Developed System to your civilization. You can Invade it (see page 32), or you can convince the inhabitants of the benefits of joining your civilization, establishing cultural hegemony.

To Attempt Cultural Hegemony of a System you Occupy containing a Control Node or Resource Nodes, spend a Culture token, Exhaust a Command, then roll greater than the System's Hegemony Resistance. If you succeed, spend a second Culture token and place your Control Node on the System.

GORN: SEED YOUNGLINGS

Membership of the Gorn Hegemony, ruled by a race that hunts and eats other sentient species, isn't an attractive proposition. The Gorn cannot Attempt Cultural Hegemony.

THOLIAN: CRYSTALLINE

Tholians are crystalline beings from extremely hot environments. They have little use for organic beings living on cold, inhospitable worlds. The Tholians cannot Attempt Cultural Hegemony on non-Hazardous Systems.

VULCAN: LOGICAL OBSERVERS

The Vulcans are loathe to destroy civilizations with potential to eventually become allies or partners. They cannot Invade or attempt Hegemony against any Systems controlled by a rival with lower Ascendancy.

SEIZING STARBASES

When you take Control of a System that contains a Starbase you take Control of the Starbase as well. You will gain an additional Command token in the next Recharge Phase, and the rival who lost the Starbase will gain one less.

COST OF HEGEMONY

You must have at least 2 Culture tokens to attempt to take Control of a System via Hegemony, 1 to make the attempt and an additional 1 to take Control, if the attempt was successful.

Some Advancements (such as the Federation Starfleet Diplomatic Corps) reduce the cost of Attempting Cultural Hegemony, changing this requirement.

Note: Even if your Ascendancy is high enough relative to the System's Resistance that Hegemony is going to be automatically successful, you still need to pay a total of 2 Culture: 1 for the attempt and 1 to actually take Control.

OCCUPY THE SYSTEM

You must Occupy a System (have no Hostile Ships in Orbit and gain the agreement of every Peaceful rival that has Ships in Orbit) in order to attempt Cultural Hegemony of the System.

HEGEMONY RESISTANCE

To Attempt Cultural Hegemony, you roll a die and add your current Ascendancy. If the total is higher than the Hegemony Resistance of the System, you succeed and take Control of the System.

The Hegemony Resistance of a System is equal to the number of Control Nodes, Resource Nodes, and Starbases in the System plus the Ascendancy of the player who Controls it.

FEDERATION: UNIVERSAL TRANSLATOR

Being able to communicate with aliens helps. When the Federation attempts Hegemony, they add 1 to their die roll.

FERENGI: PROFIT OVER PROFUNDITY

Other species find the Ferengi extremely off-putting, making Cultural Hegemony difficult. Ferengi don't add their Ascendancy when making Hegemony attempts.

The Romulans occupy a Klingon System. The system has 2 Resource Nodes and a Control Node. Adding the Klingon's Ascendancy of 1, gives the System a Hegemony Resistance of 4.



The Romulans Exhaust a Command and spend a Culture to Attempt Hegemony. They roll a 3 and add their 2 Ascendancy, getting a total of 5, overcoming the System's Resistance, so they spend another Culture and take control, replacing the Klingon Control Marker with their own!

WARP-CAPABLE CIVILIZATIONS

When you Discover an Independent Warp-Capable Civilization (see page 40), the Exploration Card will direct you to develop some of that System's Capacity, then place the Exploration card with the system.

Independent Civilizations won't have Control Nodes, so their Hegemony Resistance is the number of Resource Nodes plus the Hegemony Resistance shown on the Exploration card.



The Romulans attempt Hegemony of a Level 3 Warp-Capable Civilization. The System has 3 Resource Nodes, plus a base Hegemony Resistance of 3, giving the System a total Hegemony Resistance of 6. The Romulans need to beat this number to convince the locals to join their star empire.

$$3 + \text{Resource Nodes} + \text{Resource Nodes} + \text{Resource Nodes} = 6 \text{ Hegemony Resistance}$$



With an Ascendancy of 2, the Romulans will add 2 to their die roll. Since they need a total of 7, they'll need to roll a 5 or better to succeed.

PRE-WARP CIVILIZATIONS

You cannot attempt Cultural Hegemony against a Pre-Warp inhabited System, since it has no Nodes. Instead, you can Colonize it in the next Building Phase.

INITIATE SPACE BATTLE

Hostile ships prevent you from moving where you will and doing what you want. Worse, they let your rivals expand their civilization. Space battles allow your ships to destroy theirs.

To initiate a Space Battle in a System, Exhaust a Command and fight a series of Combat Rounds with all Ships in the System and on Adjacent Space Lanes until one or the other side is Destroyed or Retreats from Combat.

ATTACKER AND DEFENDER

When a player initiates a Space Battle, they become the Attacker. The opposing player or players are the Defenders.

INITIATING A SPACE BATTLE

To initiate a Space Battle, you must have Ships in the same System as a rival, or on the Space Lanes leading to that System. The two ways to do this are to start your turn on the same System as the rival (if for example, you moved there while you had a Trade Agreement), or more commonly by issuing a Move command and then immediately issuing a second Command to Initiate the Space Battle.

MOVING TO START A BATTLE

When you Issue a Command to Move at Impulse or Warp, you can immediately initiate a Space Battle. To do so, Move to a System with rival Ships in Orbit, halting on the Space Lane. Then, spend another Command to initiate the Space Battle.



ATTACKING FROM MULTIPLE SYSTEMS

If you have Ships or Fleets in Systems Adjacent to the one you are attacking, as part of the Initiate Space Battle command, you may move any or all of them onto the Space Lanes connecting them to the System you are attacking. This movement is free and does not cost additional Commands. All of your Ships in the System and in adjacent Space Lanes take part in the Space Battle.



ATTACKING A HAZARDOUS SYSTEM

If you initiate a Space Battle in a Hazardous System (see page 42), all of the Attacking Ships must Brave the Hazard, whether in the System or in an attached Space Lane.

BATTLES WITH MULTIPLE RIVALS

MULTIPLE HOSTILE RIVALS

If the System being Attacked contains Ships or a Starbase from more than one Hostile rival, they all become Defenders.

SUPPORTING A PEACEFUL RIVAL

If the Attacker has Peaceful rivals with Ships in Adjacent Systems to the System being Attacked or in the System itself, the Attacker may Exhaust an additional Command token to invite any or all of these rivals' Fleets and Ships to Support the Attacker by moving onto the connecting Space Lane, even if they are Hostile to each other. This movement is free and does not cost your rivals additional Commands.

A Supporting rival may move any or all of their Fleets and Ships in Adjacent Systems onto the Space Lane Connecting their System to the one where the Space Battle is taking place. These Ships and the ones in the System being Attacked become Attackers.

If the Supporting rival has a Starbase in the System being Attacked, they can use that in the Space Battle as well, even if they do not have any Ships in the Combat.

Supporting an Attack against a Peaceful rival is a Betrayal and results in the Trade Agreement with them being Revoked (see page 36).



NEUTRAL PEACEFUL RIVALS

If the System being Attacked contains Ships or a Starbase from a Peaceful rival that isn't invited to or chooses not to Support the Attacker, the Ships must immediately Retreat from Combat and leave the System and the Starbase takes no part in the Combat.

COMBAT ROUNDS

Each Combat Round sees the players Rolling to Hit with all of their Attacking or Defending Ships, then removing one of their own Ships as a Casualty for each Hit scored by a Hostile rival. See Combat Rules on page 43 for details.

WINNING A SPACE BATTLE

A player wins a Space Battle when there are no opposing Ships or Fleets in the System being Attacked and the Attached Space Lanes. Any surviving Attacking Ships and Fleets on Space Lanes then move into the System being Attacked.

RETREATING FROM COMBAT

Any player can choose to Retreat from Combat after any Combat Round. To do so, they:

- Move all of their Ships in the System being Attacked to an Adjacent System that does not contain Hostile Ships, along an Attached Space Lane that also does not contain Hostile Ships, and
- Move all Ships on Space Lanes back to the System they came from.

Ships that cannot Retreat from Combat because all available Space Lanes and Adjacent Systems are blocked by Hostile Ships must fight on.

INVADE PLANET

To grow, you need to add planetary systems to your civilization. You can do this by colonizing undeveloped systems, and either absorbing developed systems through cultural hegemony or simply invading and conquering them.

To Invade a Developed Planetary System that your Ships Occupy, but you do not Control, Exhaust a Command and fight a series of Combat Rounds until the System Surrenders or you Retreat from Combat.

If there are any Hostile rival Ships in the System, you must defeat them in a Space Battle before you can launch a Planetary Invasion.

Note: Invasions are a one-way affair: you cannot use a Command to have your System's Nodes initiate an Attack against Hostile Ships in their System.

FEDERATION: PRIME DIRECTIVE

The Federation may never Invade Systems with a Pre-Warp Civilization Exploration Card.

VULCAN: LOGICAL OBSERVERS

The Vulcans cannot Invade or attempt Hegemony against any Systems controlled by a rival with lower Ascendancy.

OCCUPY THE SYSTEM

You must Occupy a System (have no Hostile Ships in Orbit and gain the agreement of every Peaceful rival that has Ships in Orbit) in order to launch a Planetary Invasion of the System.

LAUNCHING AN INVASION

When a player launches a Planetary Invasion, they become the Attacker. The opposing player is the Defender.

SUPPORTING A PEACEFUL RIVAL

If the Attacker has Peaceful rivals with Ships in the System being Invaded, the Attacker may Exhaust an additional Command token to invite any or all of these rivals' Fleets and Ships to Support the Attacker. These Ships become Attackers.

Supporting an Invasion against a Peaceful rival's System is a Betrayal and results in the Trade Agreement with them being Revoked (see page 36).

NEUTRAL PEACEFUL RIVALS

If the Invaded System contains Ships from a Peaceful rival that isn't invited to or chooses not to Support the Attacker, they must immediately Retreat from Combat and leave the System.

COMBAT ROUNDS

Each Combat Round sees the players Rolling to Hit with all of their Attacking Ships or Defending Nodes, then removing 1 of their own Ships or Nodes as a Casualty for each Hit scored by a Hostile rival. See Combat Rules on page 43 for details.

WINNING AN INVASION

The Attacker successfully wins the Planetary Invasion if they either Totally Annihilate the System or force it to Surrender. The Defender wins if they still have their Control Node and there are no Attacking Ships in the System.

RETREATING FROM COMBAT

The Attacking player can choose to Retreat from Combat after any Combat Round. To do so, they Move all of their Ships in the System being Attacked to an Adjacent System that does not contain Hostile Ships. Ships that cannot Retreat from Combat because all Adjacent Systems are blocked by Hostile Ships must fight on.

SURRENDER TO INVASION

The Defender can choose to Surrender before any Combat Round. If the Defender Surrenders, the Attacker immediately gains Control of the System and the Invasion is over.

CAPTURING STARBASES

Starbases are too valuable to destroy. Once a Starbase is placed on a System it remains there for the rest of the game. When Control of a System changes hands, control of the Starbase does too. If the Invasion Destroyed the Defender's Control Node, the Starbase remains in place, but isn't controlled by anyone. Any player who then Colonizes the System gains control of the Starbase.

UNCONTROLLED SYSTEMS

Some newly-discovered Systems may be Developed but Uncontrolled. The player to the right of the Attacker rolls for that System. An Uncontrolled System will not Surrender.

RESEARCH ADVANCEMENT

Advancements are improvements in technology specific to your civilization that will give you an advantage in the game.

To Research an Advancement, Exhaust a Command and draw 4 Advancement cards from your Advancement deck, pick 1 to Research and shuffle the rest back into your Advancement deck.

Spend the Research Cost shown at the top of the Advancement card and place it face up in your Advancement Area beside your Starting Advancement.

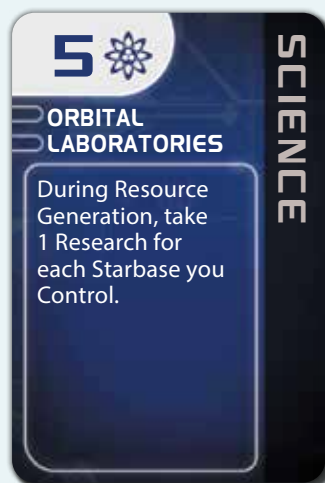
RESEARCH COST

Each Advancement (other than your Starting Advancement) has a cost in Research tokens at the top left corner. You must spend that number of Research tokens to Research it. If you do not have enough Research tokens, you cannot research that Advancement.



The Romulans use a Command to Research an Advancement. They draw 4 cards from their Advancement Deck: Romulan Disruptors, Orbital Defense Grid, Tal Diann Security Forces, and Tal Shiar.

They decide to spend 4 Research on the Orbital Defense Grid and shuffle the other 3 cards back into their deck.



The Orbital Laboratories advancement costs 5 Research tokens.

CHOOSING NOT TO RESEARCH

If you do not want to research any of the Advancements you drew, shuffle all of them back into your Advancement deck. You still Exhaust the Command token, but do not spend any Research tokens.

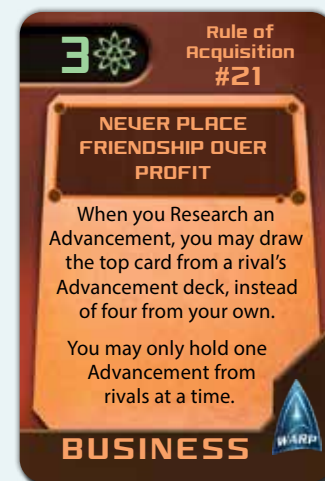
HOLDING RIVAL'S ADVANCEMENTS

Some special rules allow you to hold and use a rival's Advancement as if it were yours. You gain the benefits of its Special Rules. Any reference to the rival's civilization now becomes a reference to your civilization.

You may only have one Advancement card acquired in this way. If you wish to Research a different Advancement from the same or another rival's deck, you must discard the Advancement you hold before paying the research cost of the new one.

If you discard a rival's Advancement card, shuffle it back into that rival's Advancement deck where they can now research it.

Note: Some Advancements use the term Sector. This is the same thing as a System.



The Ferengi Rule of Acquisition #21 allows them to Research Advancements from other Civilizations.



RESEARCH WEAPONS

Superior weapons technology makes your Ships more likely to hit their target.

To Research Weapons, Exhaust a Command and spend the number of Research tokens beside *your current* level of Weapons on your Command Console and move the slider to the next level.

You can only upgrade your Weapons by one level for each Research Weapons command you issue.



RESEARCH SHIELDS

Improving your shield technology helps when you brave hazards while exploring and when attacked by hostile rivals.

To Research Shields, Exhaust a Command and spend the number of Research tokens beside *your current* level of Shields on your Command Console and move the slider to the next level.

You can only upgrade your Shields by one level for each Research Shields command you issue.

ANDORIAN: PRIDE

Andorians take great satisfaction in proving their technological superiority. In the Recharge Phase, the Andorians gain 1 Culture token if their Shields or Weapons are better than all of their rivals. If they're both better, they gain 2 Culture tokens.

STUDY PHENOMENON

Studying stellar phenomena is a useful way of increasing your research capability.

To Study a Phenomenon with Ships In Orbit of it, Exhaust a Command and Brave the Hazard with any or all of the Ships.

If any Ships Braved the Hazard and survived, take the Research tokens from the Phenomenon, and you may immediately issue a Research Advancement command (see page 33) without Exhausting an additional Command.

EXCHANGE AGREEMENTS

In *Star Trek: Ascendancy*, you can't give resources directly to other players. What you can do is establish Trade Agreements between your civilizations, allowing peaceful commerce.

Each player starts with three of their own Trade Agreements which will grant resources to a rival when exchanged with them. You will gain their Trade Agreement in return, granting you resources.

To Exchange Trade Agreements with a rival in the same or an Adjacent System, agree on the Trade Agreements to be Exchanged, Exhaust a Command, then give them one of your Trade Agreements and receive one of theirs.

Note: Trade Agreements are a powerful source of resources. Get trading with your rivals to build up your civilization.

MAKE CONTACT

To Exchange Trade Agreements, you must have a Ship (or Fleet), Control Node, or Vulcan Ambassador in the same System or an Adjacent System to a Ship (or Fleet), Control Node, or Vulcan Ambassador of the rival you wish to Exchange with.

Having a Dominion Infiltrator in or Adjacent to the System you are in is not sufficient to initiate an Exchange.

NEGOTIATE THE DEAL

Most civilizations have three different Trade Agreement cards that they can Exchange. You will need to agree with your rival which Trade Agreement you will give them and which you will receive in return.

NO AGREEMENT

Your rival is under no compulsion to Exchange Trade Agreements with you. They can reject the Exchange if they wish, requiring you to choose another rival to negotiate with or to pick another Command to issue.



EXCHANGE TRADE AGREEMENTS

Each player takes the Trade Agreement their rival is giving them and places it face up beside their Command Console to show what additional resources they will get in each Recharge Step. You may only hold one Trade Agreement at a time from each rival, even if it is Exhausted.

ROMULAN: SUSPICIOUS

Romulan players place Trade Agreements that they receive *face down* to show they are Exhausted until the end of the next Recharge Phase. They will not receive the resources from the Trade Agreement for the first turn they hold it.

REVOKE TRADE AGREEMENT

You can revoke any of your Trade Agreements at any time in the Command Phase, for any reason, except while a player is resolving a Space Battle or Planetary Invasion command. When you Revoke a Trade Agreement, you return your rival's Trade Agreement and they return yours.

BETRAYAL

If you initiate or Support a Space Battle or Planetary Invasion against a rival (but not if you Attempt Cultural Hegemony against them), you must immediately Revoke the Trade Agreement.

BENEFITS OF TRADE

Trade Agreements only produce resources when they're given to another player. Exchanging Trade Agreements will give you both more resources to develop your civilizations. They also allow you to act together against Hostile rivals.

PEACEFUL RIVALS

A rival with which you have Exchanged Trade Agreements is a Peaceful rival. You may allow a Peaceful rival to ignore your Ships in orbit around a System. This can allow them to move through the System (see page 24), Colonize the System (see page 22), and do other things that require them to Occupy the System (although they need permission from all Peaceful rivals in Orbit around the System to do so). You can also fight together in a Space Battle or Planetary Invasion (see pages 31 and 32).

You can ask a Peaceful rival for permission to enter or pass through their Systems before deciding to issue a command to Move at Impulse or Move at Warp.

HOSTILE RIVALS

Any rival that you haven't Exchanged a Trade Agreement with is a Hostile rival. You cannot enter or move through a System that has their Ships in Orbit.

OBTAIN RESOURCES

Sometimes, due to a shortage of Ships or opportunities, there are no profitable actions to take. At that time you can focus on your civilization's economy and generate additional resources.

To Obtain Resources, either Exhaust 1 Command to gain 1 Production token or Exhaust 2 Commands to gain 1 Research token.

SPECIAL ACTION

Some Advancements and Fleets add special actions to a civilization's repertoire.

To use a Special Action, follow the instructions on the Advancement or Fleet (or other) card. Only Special Actions that normally require you to Exhaust a Command count as your turn. Even if other effects remove that requirement, they still count as a turn. Other actions happen when specified, but don't count as your turn.

Special Rules may be used multiple times per turn. Unless they say otherwise.

Some Special Rules require you to Exhaust the card when you use them. To Exhaust a card, flip it face down, preventing you from using that ability again until Exhausted cards are Refreshed in the Recharge Phase at the start of each Game Round.

FLEETS

Each Civilization has three different Fleet Cards, each of which is double-sided. One side has a Specialist Fleet with its own strength and special rule. The other side has a generic War Fleet. These War Fleets usually have more Ships than a Specialist Fleet, but lack the benefit of a special rule.

Both are referred to in the rules as Fleets, only being distinguished as Specialist Fleets or War Fleets in the few cases where it matters.

When you form a Fleet, you must choose which side to use. To use the other side of a Fleet card, you must Disband the Fleet and form a new one at your Home System or a Starbase.

FLEET SIZE

Each Specialist and War Fleet has Ship silhouettes showing the maximum number of Ships that can be added to it. All Fleets have a minimum size of 3 Ships.

FORMING FLEETS

There are two ways to form a Fleet. You can form newly built Ships into a Fleet in the Building Phase (see page 17), and you can group Ships into a Fleet as part of a Move command.

The number of Fleets you can form is limited by your Ascendancy. You may form them in any order. If you have reached or exceeded your Fleet limit, you cannot form any more Fleets. If your Ascendancy is reduced, Fleets already in play are not affected.

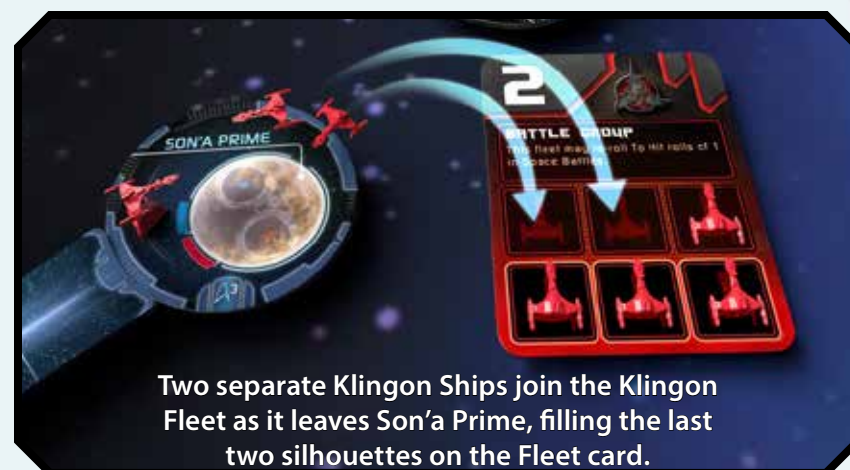
FORMING A FLEET WHEN YOU MOVE

If your Impulse or Warp movement starts or ends at your Home System or your Starbase and there are 3 or more Ships in that System, you can form any or all of the Ships in that System into a Fleet as part of your Move command.

To do so, take the Fleet marker for the Fleet of your choice and place it in the System. Then, turn the Fleet card to the side you want to use and place the Ships on the card.

ADDING AND REMOVING SHIPS

If you are taking a Move at Impulse or Move at Warp command with a Fleet, you may add or remove Ships to or from the Fleet at the start or end of your movement, whether the System is your Home System or has a Starbase or not.



Two separate Klingon Ships join the Klingon Fleet as it leaves Son'a Prime, filling the last two silhouettes on the Fleet card.

ANDORIAN: FIERCE INDEPENDENCE

When forming Fleets as part of a Move at Impulse or Move at Warp command, an Andorian player must Exhaust 1 extra Command.

VULCAN: VULCAN HIGH COUNCIL

The Vulcans do not have Starbases. Instead of forming Fleets at Starbases, they can form Fleets at any System they Control that has an Ambassador.

DISBANDING FLEETS

At any time on your turn, including your Building Phase, you may Disband a Fleet by taking the Ships off the Fleet Card and putting them back on the board in the same System. It does not take a Command to Disband a Fleet.

If a Fleet ever contains fewer than 3 Ships, it is immediately Disbanded, even in the middle of a Space Battle or Planetary Invasion. Any special rules are immediately lost.

EXPLORATION RULES

UNEXPLORED SYSTEMS

Aside from when you place your Core Systems (see page 8), you draw and place System discs face down. These are Unexplored Systems. When a Ship or Fleet end their movement at an Unexplored System, flip the System over to show what it is. The System will be either a Planetary System or a Phenomenon, and may be Hazardous.

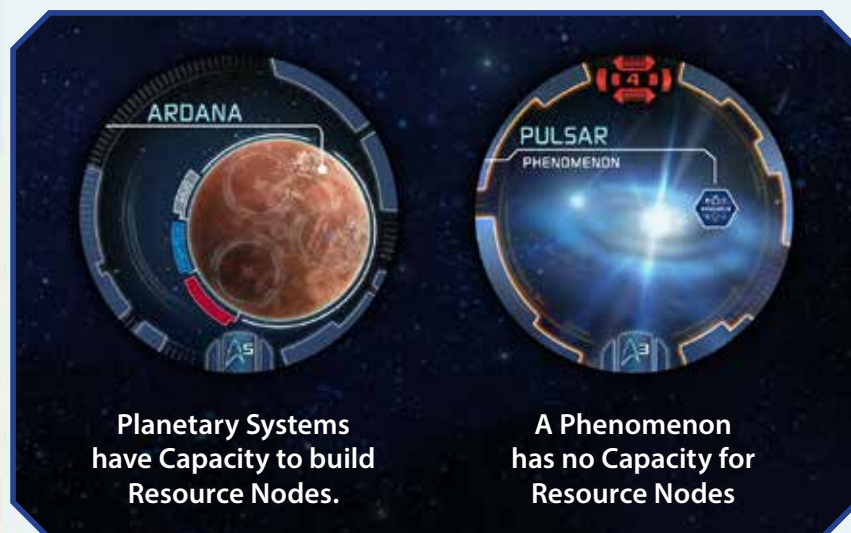
If it is Hazardous, the Ship or Fleet must immediately Brave the Hazard , risking destruction (see page 42). If they survive, they explore the System.

PLANETARY SYSTEMS AND PHENOMENA

System Discs come in two varieties: Planetary Systems and Phenomena. Planetary Systems can be colonized by most species, expanding their civilization. Phenomena are not habitable by most civilizations, but many are valuable research sites.

You can distinguish a Planetary System by the Capacity markings around the image of the main planet. These arcs of color tell you the types and number of Resource Nodes the System can have. The planet will have a corresponding number of rings marking the location of the Sites.

Phenomena lack these Capacity and Site markings, but are always Hazardous (see page 41).



PLANETARY SYSTEMS

Most Systems are Planetary Systems, containing potentially habitable worlds. Planetary Systems show the most prominent planet or other astronomical features along with what type of Nodes can be built in the System.

When you explore a Planetary System, draw an Exploration card and place it face down on the System disc (unless it already has an Exploration card on it).

If the System is Hazardous, your Ship or Fleet must Brave the Hazard (see page 42) before revealing the Exploration card.

If any of your Ships survive the Hazard, or it was not Hazardous, reveal the Exploration card and resolve its effects. Any options they give players must be used now or never.

If no Ships survive Braving the Hazard, leave the Exploration card face down and the System remain Unexplored.



EXPLORATION CARDS

There are five types of Exploration Cards: **Ally**, **Civilization**, **Crisis**, **Discovery**, and **Virgin World**.

ALLY

When you discover an Ally card or receive one from another player, you've found someone who may be open to establishing an agreement.

In order to claim the Ally, you have to take a Diplomacy Test (see page 39). If you pass the test, set the Ally Card in front of you. Ally cards either count as Trade Agreements or have a Special Rule you can use. If you fail the Diplomacy Test, shuffle the Ally Card back into the Exploration Deck as a Recurring Event (see page 39).



Some Allies remain with you for the rest of the game, while others like the Ferengi specialists move on to the next player at the end of each Round.

CIVILIZATION

Some Systems you'll Discover are already inhabited. These Independent Civilizations range from primitive, pre-warp societies up to fully warp-capable, advanced cultures.

When you draw a Civilization Exploration card, the card will direct you to either place Production tokens on the System, marking it as a Pre-Warp Civilization, or Resource Nodes marking it as a Warp-Capable Civilization.

If it was a Warp-Capable Civilization, the Exploration card will describe the System's ability to resist Hegemony or Invasion. Keep the card beside the System until a player Hegemonizes it, conquers it, or destroys it in a Planetary Invasion.

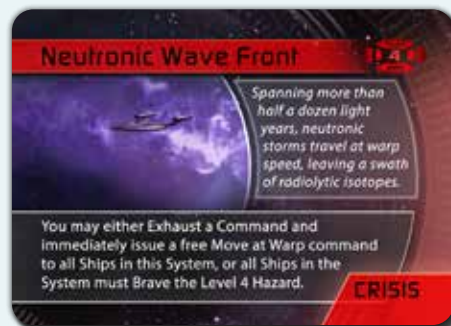
CRISIS

Crises present some sort of problem or difficulty, sometimes with a reward if you overcome it.

When you draw a Crisis card, resolve the special rules on it immediately. This may result in you exploring a different System or System disc than the one you revealed. If so, start the exploration process again in the new System. Unless it Remains in Play, discard a Crisis card once its effects are resolved.

VIRGIN WORLDS

Virgin Worlds are planets which are perfectly suitable for habitation but devoid of sentient life that needs to be accommodated or conquered. These Undeveloped Systems are ideal for establishing new colonies (see page 18). Discard the card once revealed.



DISCOVERY

New worlds may hold the promise of never-before-seen wonders, technological revelations and contact with new species.

When you draw a Discovery Exploration card, resolve the special rules on it immediately. This may result in you exploring a different System or System disc than the one you revealed. If so, start the exploration process again in the new System. Unless it Remains in Play, discard a Discovery card once its effects are resolved.



EXPLORATION CARD RULES

DIPLOMACY TESTS

Some Exploration Cards are marked as requiring a Diplomacy Test. These cards show a Diplomacy Number.

To make a Diplomacy Test, roll a die and add your Ascendancy. If the total is higher than the card's Diplomacy Number, you pass the test, otherwise you fail it.

If you succeed, the card comes into play following its special rules. No further Diplomacy Tests are needed. If you fail, follow any special rules that apply if you fail, then discard the card.



The Rigelians require you to roll more than 4 to gain them as Allies.

RECURRING EVENTS

Some Exploration Cards are returned to the Exploration Deck rather than being discarded after they are resolved. Shuffle the card back into the Exploration Deck. Do not shuffle the discard pile back into the deck, just the recurring Exploration Card.

REMAINS IN PLAY

Keep Exploration cards that Remain in Play face up on the System until they are resolved (usually when the System is Colonized) then discard them.

WARP-CAPABLE CIVILIZATIONS

Warp-capable civilizations are developed enough to have a space-faring culture and the power to defend themselves from invasion.

Warp-Capable Civilizations are Exploration cards that direct you to place a number of Resource Nodes on the System to create an Independent Developed System. When developing the Resource Nodes of a Warp-Capable Civilization:

- develop any Production Capacity first,
- then Research Capacity, and
- finally any Culture Capacity,

up to the number of Nodes the Card instructs to develop.

DEVELOPMENT PRIORITY ORDER

1ST
PRODUCTION



2ND
RESEARCH



3RD
CULTURE





Warp-Capable: Level Three

3	Weapons
3	Shields
3	Hegemony Resistance

REMAINS IN PLAY: Develop up to 3 Resource Nodes, in Priority Order (Production, Research, Culture).

CIVILIZATION

The Federation discovers a Level 3 Warp-Capable Civilization on Ardana. As a Level Three Warp-Capable Civilization, Ardana places 3 Resource Nodes (if the System has that much Capacity) Ardana has the Capacity for 1 Production, 1 Research and 1 Open Site.

The first priority is to place as many Production Nodes as possible. Since Ardana has both a Production and an Open Site, the first 2 Nodes placed are Production Nodes. The third node is a Research Node on the Research Site.

REMAINS IN PLAY

Place the Exploration card with the System to show its Weapons, Shields, and Hegemony Resistance.

DEVELOPED SYSTEMS

Warp-Capable Civilizations have discovered sufficient technology and built up their planet's infrastructure so that Colonization is no longer an option. Whenever there are Developed Structures on a planet, Cultural Hegemony (see page 28) or Planetary Invasion (see page 32) are your only options for taking control.

When a Civilization takes Control of an Independent Developed System, discard the Exploration card.

PRE-WARP CIVILIZATIONS

Pre-warp civilizations have not yet achieved faster than light space travel. These worlds have not developed any technology or infrastructure that's usable by more advanced cultures.

Pre-Warp Civilization cards direct you to place a number of Resource tokens on the System, representing the System's raw materials and a population ripe for exploitation. Because the System has no Control Node, it is Undeveloped. When you Colonize the System, you gain those Resource tokens.



Pre-Warp: Level Zero

With little technology of their own, the Mistakes view Warp-Capable species as gods.

Place 3 Production Tokens on System, marking it as inhabited by a Pre-Warp, Independent Civilization. The first player to Colonize the System claims the tokens.

CIVILIZATION

The first player to Colonize Valakis VI will claim the bonus Production tokens.

INDEPENDENT CIVILIZATIONS

Warp-Capable and Pre-Warp Civilizations are not controlled by any player Civilization, so are Independent Civilizations and their Systems are Independent Systems and count as rivals.

TERRAN EMPIRE: MIRROR UNIVERSE

If the Terran Empire is in the game, you must also use the Mirror Universe rules on pages 22 to 24 of the Civilization rulebook.

PHENOMENA

Not all Systems contain habitable planets. There is a wide variety of Interstellar phenomena that deserve further study despite the danger.

NO EXPLORATION CARDS

Do not draw an Exploration Card when you discover a Phenomenon.

RESEARCH POTENTIAL

Phenomena have a Research Potential shown by the number of Research icons on the System Disc.

PLACING RESEARCH TOKENS

When you discover a Phenomenon, place Research tokens on it so it has as many Research tokens as its Research Potential. You can gain these by Studying the Phenomenon.

RECHARGING RESEARCH

At the start of each Round, in the Recharge Phase, add Research tokens to each Phenomenon that has been Studied until they have as many Research tokens as their Research Potential.

FEDERATION: EXPLORE STRANGE NEW WORLDS

The Federation Starfleet's goal is to explore strange new worlds, expanding their knowledge of the galaxy's phenomena and bringing new civilizations into the United Federation of Planets.

The Federation gains a Culture token every time they Explore a Phenomenon, Pre-Warp Civilization, or Warp-Capable Civilization.

STUDY THE PHENOMENON

If one or more of your Ships are In Orbit of a Phenomenon that has Research tokens on it, you may attempt further study using a Study Phenomenon command (see page 34).

Select the number of Ships you wish to Brave the Hazard with. If any of these Ships survive, take the Research tokens from the Phenomenon and you may immediately issue a Research Advancement command without Exhausting another Command.

If all the Ships are destroyed, the Research tokens remain on the Phenomenon for the next Ships to Brave the Hazard.

INITIAL STUDY

As Phenomena are Hazardous Systems, all Ships must Brave the Hazard (see page 42) when they arrive.

If at least one Ship survives, you may immediately Study the Phenomenon without Exhausting a Command or Braving the Hazard again.



HAZARDOUS SYSTEMS

There are many hazards in the galaxy, adding danger to exploration and scientific research.

Hazardous Systems are marked with a Red Alert Warning.



Level 5 Hazards Hit Ships on a 5 or 6

BRAVING THE HAZARD

When your Ships end their Movement in a Hazardous System, initiate a Space Battle in a Hazardous System, or Retreat from Combat into a Hazardous System, they must Brave the Hazard and see if they survive. Ships defending in a Space Battle in a Hazardous System do not need to Brave the Hazard.

When a Ship Braves a Hazard, the player to the right of the Ship's owner rolls a die. If they score the Modified Hazard Level or more, the Ship is Destroyed.

The Modified Hazard Level is the System's Hazard Level plus the Ship's Shields Level.



A Federation Ship ends its Movement in the Stellar Nursery, which is a Level 4 Hazard. The Federation has upgraded their Shields once, so has a Shield Modifier of 1. The Klingon Player to their right rolls a die. A roll of a 5 or a 6 will destroy the Federation Ship.

BOOM! A roll of 5 means the Federation Ship is destroyed when it ended its Movement in the Hazard.

MULTIPLE HAZARDS

Some Systems may end up with multiple Hazard Levels from Crisis Exploration cards, Advancements, and other special rules. In this case, the System's Hazard Level is the lower (more dangerous) of its Hazard Levels.

THOLIAN: HAZARD TOKENS

The Tholian Assembly can make Systems Hazardous or increase the Level of the Hazard (see page 26 of the Civilization book).

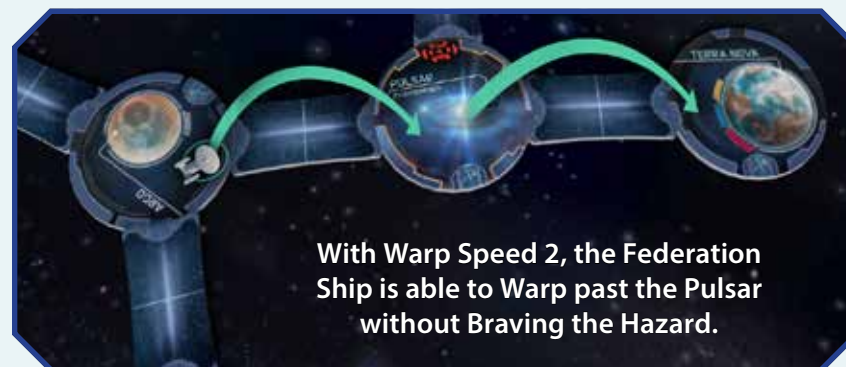
A non-Hazardous System that has been given a Hazard Token places a Tholian Hazard Token showing a 6.

Tholians can also increase the Hazard Level of a Hazardous System using their Stellar Enhancer advancement.

When increasing the Hazard Level of a System, simply cover the Hazard Symbol on the System Disc with the Tholian Hazard token with the next lower number.

JUST PASSING THROUGH

Space is big. If you don't stop in a Hazardous System, you don't have to make a Hazard roll, you were able to navigate around the dangerous System.



With Warp Speed 2, the Federation Ship is able to Warp past the Pulsar without Braving the Hazard.

BUILDING SHIPS IN HAZARDOUS SYSTEMS

If you Build Ships in a Hazardous System, you don't need to make a Hazard roll when you deploy them or when they leave.

FLEETS BRAVING HAZARDS

If a Fleet or multiple Ships Brave a Hazard, the player rolls for each Ship at the same time. Each success Destroys 1 Ship.

SCIENCE FLEETS

Some Fleets only roll for one of their Ships when they Brave a Hazard. That Ship must survive Braving the Hazard to take the Research token. If it fails, the Fleet can keep attempting to Brave the Hazard with further Ships, one at a time, as part of the same Study Phenomenon command. Once one Ship succeeds, the rest of the Fleet automatically succeed in Braving the Hazard.

COMBAT RULES

A Combat consists of a series of Combat Rounds. In each Combat Round, both players work out how many dice to roll and the score they need to hit. They roll the dice and destroy a Ship or Node for each hit. Then the players decide whether they will retreat or surrender. If neither side does so, they fight another Combat Round.

NUMBER OF DICE

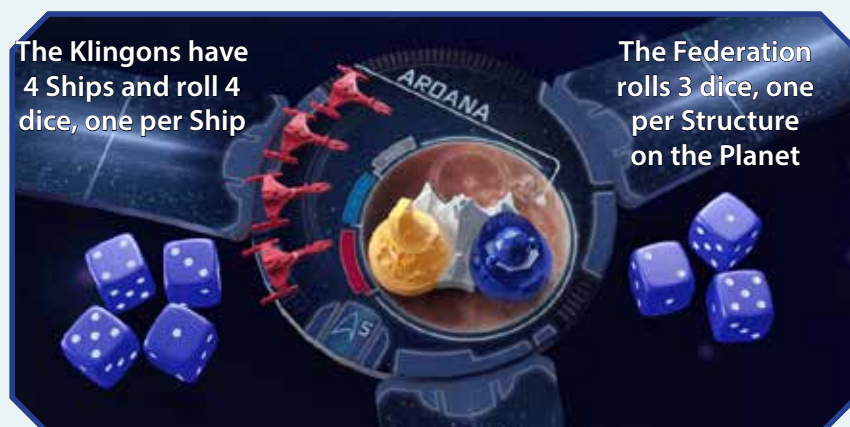
SPACE BATTLES

Both players roll a number of dice equal to the number of Ships and Starbases they have in the System or its Attached Space Lanes.



PLANETARY INVASIONS

An Attacker rolls a number of dice equal to the number of Ships they have in the System. A Defender rolls a number of dice equal to the total number of Resource Nodes, Control Node, and Starbases they have in the System.



SCORING HITS

Your Hit Roll is your current Weapons Level plus your rival's Shields Level. To Score a Hit, you need to roll greater than or equal to your Hit Roll.



REROLLS

Some Advancements and other cards allow players to reroll hits or misses. If any of these are in play during a Space Battle, you will need to separate your dice into those that scored a Hit and those that missed. Any cards that reroll successful hits will cause dice from the first group to be rerolled. Any dice that reroll misses will cause dice from the second group to be rerolled.

If you reroll a die, the new result replaces the original result, regardless of the outcome. You cannot reroll a die that has already been rerolled. The rerolled result is final.

As an example, a Romulan Battle Group of 5 Ships (which allows rerolls of 1s in Space Battles) is in a Space Battle with a rival. The Romulans have also completed their Superior Targeting Array which allows them to reroll 1 die.

The Romulans roll 1, 1, 4, 5, 6. Using the Battle Group's special rule, they reroll both 1s and get a 1 and a 6. Even though they rolled another 1, they can't use the Battle Group's rule again to reroll the same die. Neither can they use their Superior Targeting Array to reroll that die a second time. However, if they had a Hit Roll of 5+, they could use their Superior Targeting Array to reroll the 4.

INVULNERABLE SHIELDS

If for any reason, your Hit Roll increases above 6, you cannot score Hits on your opponent's Ships or Nodes.

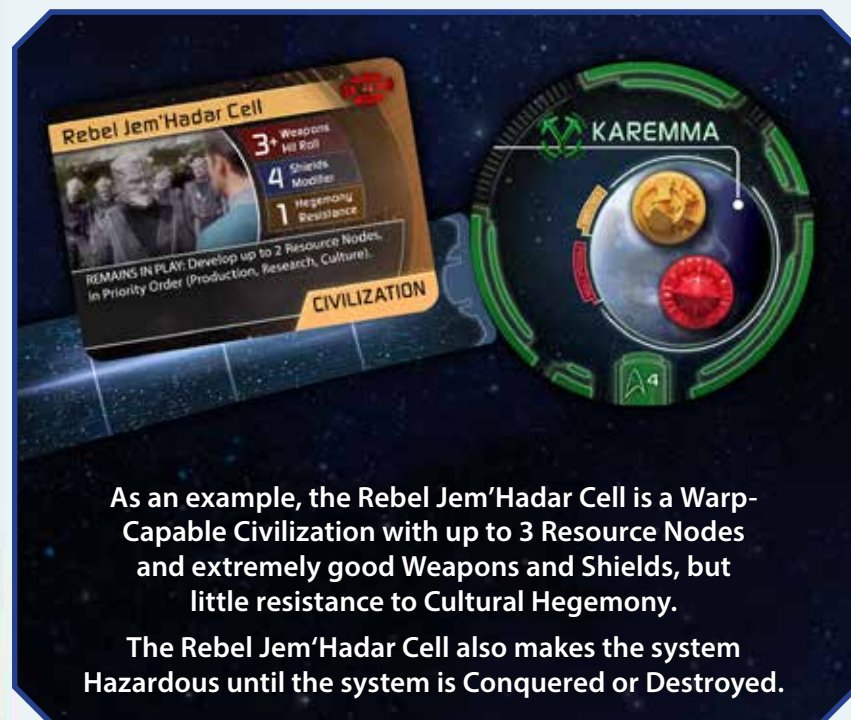
If you are the Attacker and none of the Attacking Ships can score hits on any of the Defending Ships or Nodes, you cannot initiate the Space Battle or launch the Planetary Invasion.

If you are the Defender in a Space Battle and none of the Defending Ships can score hits on any of the Attacking Ships, you must Retreat from Combat at the first opportunity.

If you are the Defender in a Planetary Invasion and none of the Defending Nodes can score hits on any of the Attacking Ships, you must Surrender at the first opportunity.

WARP-CAPABLE CIVILIZATIONS

The Weapons and Shields Levels of a Warp-Capable Civilization is shown on their Exploration card.



The image shows a game card for the 'Rebel Jem'Hadar Cell' and a system diagram for 'KAREMMA'. The card lists: 3+ Weapons Hit Roll, 4 Shields Modifier, and 1 Hegemony Resistance. It also states 'REMAINS IN PLAY: Develop up to 2 Resource Nodes. In Priority Order (Production, Research, Culture)'. The system diagram shows a central node with three colored circles (yellow, red, and green) and a green ring around it. The card is labeled 'CIVILIZATION'.

As an example, the Rebel Jem'Hadar Cell is a Warp-Capable Civilization with up to 3 Resource Nodes and extremely good Weapons and Shields, but little resistance to Cultural Hegemony.

The Rebel Jem'Hadar Cell also makes the system Hazardous until the system is Conquered or Destroyed.

MULTIPLE TYPES OF SHIPS

In some Combats, one or both sides may have different types of Ships. This can happen where a player has two different Fleets in the Combat and where two or more players are on the same side.

If your side has Ships that require a different roll to Score a Hit, you must roll the attacks separately, keeping track of how many hits each group scored.

If your opponent has Ships controlled by different players or Ships that require a different roll to Score a Hit, you must divide your Ships between them before Rolling to Hit.

For example, Andorian Strike and Reconnaissance Fleets attack a System with Dominion Battleship and Strike Fleets and a Romulan Ship in Orbit. The Andorian has upgraded their Weapons once to 4+. As the System has an Andorian Token, the Strike Fleet has +1 to its Hit Rolls. The Dominion has upgraded their Shields once, and the Battleship Fleet has an additional Shield modifier. The Romulans have upgraded their Weapons once.

The Andorian player decides to have 2 Ships from the Strike Fleet attack the Romulan Ship and the rest attack the Dominion Battleship Fleet. The Andorian Reconnaissance Fleet will attack the Dominion Strike Fleet.

The Ships attacking the Romulan Ship will need 3+ to Hit (+1 for the Strike Fleet rule), rolling 2 dice. They score 2 Hits. The Romulan Ship is destroyed. Because the Score to Hit was different for the 2 fleets, the Hits on each Fleet must go to the Fleet the attacks were allocated to, so the additional Hit on the Romulans is wasted.

The Ships attacking the Battleship Fleet will need 5+ to Hit (+1 for the Strike Fleet rule, -2 for the Dominion Shields and the Battleship Fleet rule). They score 1 Hit. The Ships of the Reconnaissance Fleet need 4+ to Hit (-1 for the Dominion Shields). They score 3 Hits. The Dominion Battleship Fleet loses 1 Ship and the Strike Fleet 3 ships.

Because neither side has First Strike, the Dominion and Romulans fight back, before removing their casualties. Since the Andorian Fleets are both hit on the same score, the Dominion and Romulan players do not need to divide their Ships between them.

The Romulan player scores 1 Hit and the Dominion player scores 4 Hits. Because all of the Andorian Ships have the same Score to be Hit, the Andorian player chooses which Ships to destroy. They choose to put 3 Hits on the Reconnaissance Fleet, destroying it, and the remaining 2 Hits on the Strike Fleet, leaving it with 3 Ships and still operational.

TAKING CASUALTIES

Every Hit rolled causes a casualty, either a rival's Ship or Resource Node is Destroyed.

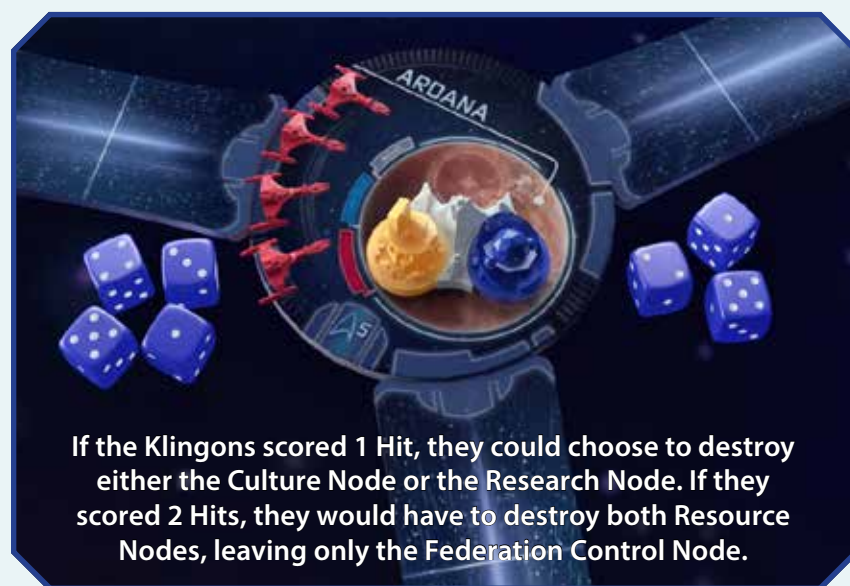
TAKING CASUALTIES TO SHIPS

Every Hit in a Space Battle or against an Attacker in a Planetary Invasion Destroys an opposing Ship. If there is a choice of where casualties are going to be taken (see Multiple Types of Ships on page 44), the player who owns the Ships chooses which Ships are Destroyed.

For example, you score 4 Hits against a rival who has 5 Ships in a Fleet and 2 individual Ships. Your rival may allocate the first 2 Hits to the individual Ships, and the remaining 2 to the Fleet.

TAKING CASUALTIES TO NODES

Every Hit against the Defender Destroys a Resource Node of the Attacker's choice. Once they have Destroyed all of the Resource Nodes, another Hit will Destroy the Control Node.



FORCING SURRENDER

The exception to this is if the Attacker scores more Hits than the Defender has remaining Nodes (counting both Resource and Control Nodes, but not Starbases). In this case, the Attacker forces the Surrender of the System. The Attacker must still take any Casualties caused by the Defender this Combat Round.

For example, if the Klingons hit with all 4 of their attacks, they would force the System to surrender without destroying any of the Nodes on the planet.

TOTAL ANNIHILATION OF ALL NODES

If the Attacker scores a number of Hits exactly equal to the number of Nodes in the System (including the Control Node but not any Starbases), the System has been completely razed in the Invasion. The Invasion is over and the Attackers have won. However, the System will need to be Colonized anew.

ADVANCEMENTS THAT DESTROY NODES

Some Advancements (such as Cardassian Metagenic Weapons) automatically Destroy Nodes. The Nodes are Destroyed, even if they scored enough Hits to force the System to Surrender.

REMOVING CASUALTIES

As Casualties are simultaneous, any Special Rules that are triggered by Casualties will occur before the effects of your own Casualties are determined.

If you had a Klingon Marauder Fleet, which gives you 1 Production for each rival Ship destroyed, but your opponent Destroyed enough Ships to Disband the Fleet, any Ships you Destroyed with that Fleet would still generate Production for the Klingon player as they were destroyed by the Marauder Fleet before it was Disbanded.

FIRST STRIKE

If you have First Strike, your opponent must Take Casualties before rolling to Hit with their remaining Ships and Nodes. First Strike is only used in the initial Combat Round, so casualties are simultaneous after that.

If both sides have First Strike, then all attacks with First Strike are resolved together and casualties removed from both sides. Then, any remaining attacks that do not have First Strike are resolved for the survivors.

First Strike does not grant an extra Attack before Combat begins, it simply forces your opponent to Take Casualties before fighting back in the first Combat Round.

For example, 6 Romulan Ships with First Strike attack 4 Klingon Ships forming a Marauder Fleet. The Romulans score 2 Hits, destroying 2 Klingon Ships thereby Disbanding the Klingon Fleet.

Now that the Romulans have completed their First Strike, the remaining 2 Klingon Ships score 1 Hit between them. However, since they were not part of a Marauder Fleet when they rolled to Hit, the Klingon player will not gain any Production.

In the second Combat Round, the remaining 5 Romulan Ships and 2 Klingon Ships will roll to Hit and Take Casualties simultaneously.

ENDING A COMBAT

WINNING A SPACE BATTLE

If there are no Defending Ships remaining in the System, the Attacker wins, even if they have no more Attacking or Supporting Ships. All surviving Attacking and Supporting Ships immediately move into the System.

Otherwise, if there are no Attacking Ships remaining, the Defenders win, remaining in the System.

Finally, if both sides still have Ships in the Combat, neither side has won and another Combat Round begins.

WINNING A PLANETARY INVASION

If the Attacker forces the System to Surrender or Totally Annihilates it, they win, even if they have no Ships left in the System. Otherwise, if there are no Attackers remaining, the Defender wins.

Finally, if neither side has won, another Combat Round begins.

RETREATING FROM COMBAT

After Taking Casualties, each player, starting with the Attacker then their Supporting rivals, decides whether or not to Retreat. To do so:

- If the Attacker or their Supporting rival in a Space Battle Retreats, they first return any Ships in Space Lanes to the System they came from.
- Then, any player who Retreats that has Ships in the System being Attacked (whether they were the Attacker, Defender, or a Supporting rival) moves all of their Ships to an Adjacent System. All of their Ships must Retreat to the same System.

Ships Retreating to a Hazardous System must Brave the Hazard.



BLOCKED RETREATS

If there are Hostile Ships in a Space Lane, you cannot use that Space Lane to Retreat. You cannot Retreat into a System that has Hostile Ships in Orbit.



SURRENDER TO INVASION

In Planetary Invasions, the Defender may choose to Surrender before any Combat Round. If the Defender Surrenders, the Attacker immediately gains Control of the System and the Invasion is over.

The Attacker can force the Defender to Surrender by scoring more Hits than there are Resource and Control Nodes remaining in the System. In this case, the Nodes are not Destroyed. Even if the Defender Destroyed all of the Attacking ships, the System still Surrenders.

When a System Surrenders, place the Attacker's Control Node on the System, replacing the existing Control Node if the planet was Controlled by a rival. This is not optional, the Attacker must take Control of the System.

COMBAT CONTINUES

If there are still Attackers and Defenders present, another Combat Round begins. Without Exhausting any additional Command tokens, continue to fight additional Combat Rounds until one side or the other wins.

CAPTURING SHIPS

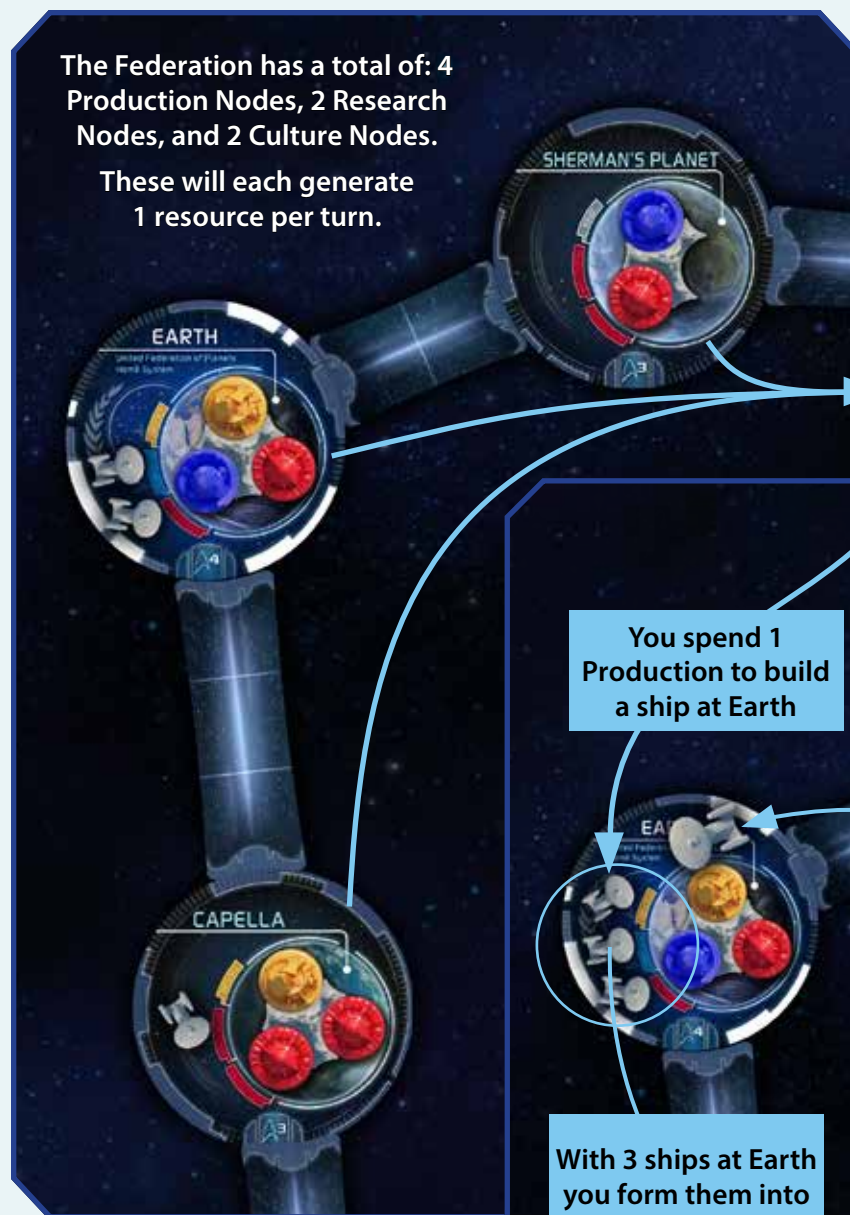
The Andorians and Gorn can Capture Ships. When they do so, they take a Ship from their rival's stock of unused Ships and place it on their Console with their other resources.

SAMPLE TURN

As the Federation player, you start the game with your Home System, Earth, with a Production, Research, and Culture Node. Your Core Systems are Capella with 2 Production Nodes and 1 Culture Node and Sherman's Planet with 1 Research Node and 1 Production Node. Sherman's Planet has an empty Production Site since you already have your 8 starting Resource Nodes. You have 3 Ships to place and put 2 on Earth and 1 on Capella ready to explore the galaxy.

The Federation has a total of: 4 Production Nodes, 2 Research Nodes, and 2 Culture Nodes.

These will each generate 1 resource per turn.



You spend 1 Production to build a ship at Earth

You spend 2 Production to build a Production Node

With 3 ships at Earth you form them into a Diplomatic Fleet



CHECK VICTORY PHASE

As it's the first Round, you don't have five Ascendancy and haven't captured 2 Home Systems, so you haven't won, and neither have the other players.

RECHARGE PHASE

Your Starting Advancement shows 5 Commands, so you generate 5 Command tokens for the Round. Later, once you have commissioned Starbases, you will gain additional Command tokens each Round.



You generate one Resource per Resource Node, so gain 4 Production, 2 Research, and 2 Culture tokens. Once you start trading with your neighbors, you will gain more resources from their Trade Agreements.



BUILDING PHASE

With an empty Production Site on Sherman's Planet, you spend 2 Production tokens to build a Production Node. You spend a third Production token to build another Ship on Earth, allowing you to form a Diplomatic Fleet. You can only form fleets on Earth or at a Starbase, so you can't form a fleet on Capella or Sherman's Planet. Since you can only have as many fleets as you have Ascendancy tokens, your Diplomatic Fleet will be your only fleet for the moment. You save your 2 Research tokens, hoping to gain some more next Round so that you can research an Advancement. You keep your 2 Culture tokens to bring a planet you discover into the Federation.

COMMAND PHASE

In the Command Phase, all the players take turns to Issue Commands to move their Ships and explore the galaxy, conduct research, or establish trade agreements.

ISSUE YOUR FIRST COMMAND

When it's your turn in the Command Phase, you elect to start by sending the lone Ship at Capella to explore a new system. It's only a one-System hop, so you can use Impulse speed. You flip your Command token to show that it has been Exhausted. You roll a Space Lane die of 2 and add a new System Disc at the end.

You flip the System Disc over and discover a Phenomenon, Murasaki 312. Your Ship must Brave the Hazard. The player to your right rolls a die. The Hazard is Level 5, so if they roll a 5 or 6, your Ship is destroyed. Fortunately, they roll a 4, and it survives.

The Ship at Capella moves at Impulse to an Unexplored System and discovers Murasaki 312.

EXPLORE STRANGE NEW WORLDS
Take 1 Culture when you draw a "Civilization" Exploration Card or discover a new Phenomenon.

Surviving the Hazard, you gain the Research from the System.

You also gain a Culture from Strange New Worlds.

PRODUCTION **RESEARCH** **RESEARCH** **RESEARCH** **CULTURE** **CULTURE** **CULTURE** **CULTURE**

Because one of your Ships survived the Hazard, you study the Phenomenon and get the Research token from it, adding it to the two you already have. If you wished to you could now Research an Advancement as well.

Additionally, the Federation's Explore Strange New Worlds rule means that you also gain a bonus Culture token for discovering the Phenomenon.

ISSUE YOUR SECOND COMMAND

When it is your turn again, you explore in the other direction, moving your fleet at Warp Speed past Sherman's Planet to the Unexplored System between you and the Klingons to your left. Moving at Warp Speed is faster (your Starting Advancement gives you a Warp Speed of 2 Systems), but requires you to Exhaust 2 Command tokens, regardless of how far you go. You flip the System Disc and discover Delta IV.

As Delta IV is a Planetary System, you draw an Exploration card to see what's there, discovering a Warp-Capable Civilization. Delta IV has 2 Research Sites and 1 Open Site. The Card directs you to develop 2 Nodes in Priority Order. Production comes first, so you place a Production Node on the Open Site. Research is next in Priority Build Order, so you place a Research Node as well.

START **1** **END** **2**

The Fleet at Earth moves At Warp Speed to the Unexplored System Disc

The second System the Federation Discovers is a Planet inhabited by a Warp Capable Civilization.

DELTA IV

Warp-Capable: Level Two
4+ Weapons
2+ Shields
2+ Hegemony
Resistance

REMAINS IN PLAY: Develop up to 2 Resource Nodes in Priority Order (Production, Research, Culture).

CIVILIZATION

The new System already has a Production and a Research Node built, making it a potentially valuable addition to the Federation

Explore Strange New Worlds rule means that you get another bonus Culture for discovering a Civilization.

ISSUE YOUR THIRD COMMAND

In your next turn, you have 2 Command tokens left, so spend 1 to attempt Cultural Hegemony on Delta IV, convincing them to join the Federation (your Prime Directive prevents you from Invading Planets, so talking them into joining you is the way to go). You Exhaust a Command and spend one of your Culture tokens.

Negotiating with Delta IV is going to be tough as their Exploration card gives them a Hegemony Resistance of 2, with a further +2 for their 2 Resource Nodes. You'll have to roll above a 4 to succeed.




You Exhaust a Command and spend a Culture token to attempt Cultural Hegemony at Delta IV

Delta IV has a Hegemony Resistance of 2 plus 1 for each Node, for a total Hegemony Resistance of 4

2 +



+



= 4 Hegemony Resistance






+



+ 1 = 3

With a roll of 1 you fail your Hegemony attempt, even after adding your +1 to the die result from your Universal Translator

STARTING ADVANCEMENT

UNIVERSAL TRANSLATOR

When attempting Hegemony or making a Diplomacy test, add 1 to your die result.

The good news is that you get to add +1 for your Ascendancy token and the Federation's Starting Advancement adds another +1 to your roll. With +2 to the roll, you only need to roll a 3 or better to take Control of the System.

Unfortunately, you roll a 1. Normally, that would end the negotiations and leave Delta IV an independent civilization. However, you are using a Diplomatic Fleet, so you can reroll the unsuccessful attempt. This time you roll a 5, and Delta IV joins the Federation.

You spend a second Culture token to add your Control Node to the System, marking it as yours.

Your Diplomatic Fleet allows you to re-roll your attempt.



Rolling a 5 your attempt is successful.



3



DIPLOMATIC

You may re-roll your Hegemony Roll in Systems this Fleet Occupies.

Spending another Culture Token you place a Control Node and mark the System as yours.



ISSUE YOUR FINAL COMMAND

For your final Command you elect to Commission a Starbase. You flip your last Command token to show that it has been Exhausted and place a Starbase on Capella. Next Recharge Phase, the Starbase will give you an extra Command token.



The Federation's final Command is to place a Starbase at Capella.



KEY GAME TERMS

The following is a reference of the important game terms which are used throughout the rulebook.

Adjacent Systems: Two Systems are Adjacent if they are connected by a single Space Lane.

Advancement: Once Researched, an Advancement can give special rules, Warp Speed, Commands, and Resources.

Attached: A System is Attached to a Space Lane, and vice versa, if the Space Lane enters or exits the System.

Brave a Hazard: Ships entering a Hazardous System must Brave the Hazard or be Destroyed.

Build Phase: You build Resource Nodes, Ships, Colonies, and other facilities in the Build Phase of each Game Round.

Capacity: The number of Sites indicates the System's Capacity, its potential to hold Resource Nodes.

Casualties: Each Hit in Combat causes a Casualty, Destroying either a Ship or a Node.

Captured: The Andorians and Gorn can Capture Ships to fuel their Research or feed their Younglings.

Civilization: Each player controls a Civilization.

Colony: Systems that you Control are your Colonies.

Combat: Space Battles and Planetary Invasions are types of Combat.

Combat Round: Combats are fought over a number of Combat Rounds where the players score hits and take casualties until one or the other Retreats, Surrenders, or is Destroyed.

Commands: Use Command tokens to Issue Commands to move Ships, explore, fight Combats, and trade.

Command Phase: Players take turns Issuing Commands until they run out of Command tokens in the Command Phase of each Game Round.

Connected: A System is Connected to another System if there is a chain of Systems and their Attached Space Lanes linking one to the other.

Contacted: A Civilization has Contacted another when their Home Systems are Connected. Unless you are using some of the Longer Games optional rules, you will always start the game in Contact with the other Civilizations.

Control a System: Control Nodes mark which player Controls a System. You gain Control of a System through Colonization,

Planetary Invasion, or Cultural Hegemony. You Control a Starbase when you Control the System the Starbase is in.

Core System: When setting up your Civilization, the Systems that you place Control and Resource Nodes on are your Core Systems.

Cultural Hegemony: You can attempt to take Control of a rival's Colony through peaceful Cultural Hegemony.

Destroyed: Casualties from Combat are Destroyed and returned to your supply of Ships and Nodes.

Developed System: A Planetary System is Developed when it contains one or more Control or Resource Nodes.

Exhausted: Cards or tokens that are face-down. Exhausted cards and tokens cannot be used until they are Refreshed (flipped face-up) in the Recharge Phase or by a special rule.

First Strike: If you have the First Strike special rule, you Roll to Hit and inflict Casualties before your opponent in the first Combat Round. Only their surviving Ships and Nodes get to fight back. After the first Round, you fight simultaneously.

Fleet: A group of Ships that moves and fights together. Fleets can be Specialist Fleets or War Fleets (different sides of each Fleet card). Rules that apply to Ships also apply to Fleets. You cannot have more Fleets than you have Ascendancy tokens, up to a maximum of 3 Fleets.

Fleet Size: Your Fleet cards have a square for each Ship that can be in a Fleet. You can't put more Ships in a Fleet than that.

Game Round: *Star Trek: Ascendancy* is played in a series of Game Rounds. Each Game Round consists of five Phases: Check Victory, Recharge, Build, Command, and Maintenance.

Hazard Level: Hazardous Systems have a Hazard Level. Rolls of this number or higher Destroy a Ship entering the System. The Hazard Level is modified by the Shield Level of the Ship.

Hegemony: Short for Cultural Hegemony.

Home System: The System with which a player begins the game. You can build Ships and Commission Fleets in your own Home System, whether or not there is a Starbase there. This is not true of a rival's Home System, if you take Control of it.

Home World: An alternative term for Home System used in some Advancements.

Hostile: Rivals and their Ships are considered Hostile when you don't hold one of their Trade Agreements.

Independent: Pre-Warp and Warp-Capable Civilizations are Independent Civilizations and Systems.

Invasion: Short for a Planetary Invasion.

Issue Command: In the Command Phase, you Issue Commands to move Ships, explore, fight Combats, and trade.

Maintenance Phase: Some Advancements take effect in the Maintenance Phase at the end of each Game Round.

Non-Player Civilization (NPC): The optional rules allow you to add more Civilizations than you have players.

Occupy a System: You Occupy a System when you are the only player with Ships in that System, other than Peaceful rivals who have given you permission to Occupy it.

Open Site: You can build any type of Resource Node (Production, Research, or Culture) on an Open Site.

Orbit a System: Any Ship present in a System is in Orbit, whether or not the System contains other players' Ships.

Peaceful: A rival whose Trade Agreement you hold is Peaceful.

Phenomenon: A system with a stellar Phenomenon is Hazardous, but can yield valuable Research tokens.

Planetary Invasion: You can launch a Planetary Invasion to take Control of a rival's Colony or a Warp-Capable Civilization.

Planetary System: Systems suitable for founding Colonies are described as Planetary Systems.

Refresh: Flip an Exhausted (face-down) card face up.

Recharge Phase: You generate Commands and Resources, refresh cards, and otherwise prepare for the Building Phase in the Recharge Phase of each Game Round.

Reroll: Some rules allow you to roll a die again. Once a die has been rerolled, it cannot be rerolled again.

Resources: Production, Research and Culture are Resources. Ships, Nodes, and Ascendancy tokens are not Resources.

Retreat: At the end of a Combat Round, players, starting with the Attacker, may Retreat from the Combat, ending the fight.

Rival: The other players and their Civilizations are your rivals.

Sector: An alternative term for System used in some Advancements.

Shields Level: Your Command Console shows your current Shields Level and the costs required to attain the next level. Better Shields make it less likely that you will be hit in Combat or Destroyed while Braving a Hazard.

Site: Each Planetary System has a number of Sites where players can build Resource Nodes. The color of the Site indicates the type of Node.

Space Battle: You can initiate a Space Battle in a System to Destroy or drive off a rival's Ships.

Special Rule: Command Consoles, Advancements, Exploration cards, and some Phenomena have special rules that change the way the game is played. When a Special Rule differs from the standard rules, use the Special Rule.

Specialist Fleet: Specialist Fleets are small fleets with special rules that make them particularly useful for a particular role.

Starbase: A Starbase gives you an additional Command, allows you to build Ships and Fleets, and adds firepower in Combat and resistance against Cultural Hegemony. You cannot Commission more Starbases than you have Ascendancy tokens (to a maximum of 3), although you can Control as many as you can capture from rivals.

Structure: Each physical item built in a System is considered a Structure. Resource Nodes, Control Nodes and Starbases are all Structures.

Supply: The shared Resource Nodes and tokens that have not been built or earned by the players. The Supply is considered to be unlimited.

Surrender: Before any Combat Round, you may Surrender a System facing a Planetary Invasion, preserving its Nodes. Overwhelming firepower can force its Surrender.

Trade Agreement: Each Civilization has 3 Trade Agreements to exchange with other Civilizations. Each Trade Agreement you receive gives you Resources and brings Peace between your Civilizations allowing you to cooperate.

Turn: In the Command Phase, you alternate with the other players taking Turns to Issue Commands.

Undeveloped System: A Planetary System with no Nodes (but possibly with Resource tokens on it) is considered Undeveloped.

Unexplored System: A System that is face down or has an unrevealed Exploration card on it is Unexplored.

War Fleet: A large Fleet that has no Fleet-specific special rule.

Warp Speed: When moving at Warp Speed, your Ships can move as many Systems as there are Warp symbols on your Advancement cards.

Weapons Level: Your Command Console shows your current Weapons Level and the costs required to attain the next level. Better Weapons make it more likely that you will hit in Combat.

GAME ROUND SUMMARY

RECHARGE PHASE

1. Pass the Turn Order marker to the left.
2. Generate Commands from your Starting Advancement, any Advancements you have Researched, plus 1 per Starbase you Control.
3. Generate Resources:
 - 1 for each Resource Node.
 - As shown on Trade Agreements you have received.
 - As shown on Advancements.
4. Refresh Exhausted cards.
5. Refresh Phenomena:
 - Add 1 Research token if there are any empty spaces.

BUILDING PHASE

In any Order:

- Trade 5 Culture for 1 Ascendancy (limit 1 per turn).
- Build Ships on your Home System or Starbase for 1 Production each. When you build Ships you may form them into Fleets.
- Build Resource Nodes on available Sites on your Colonies:
 - 2 Production for a Production Node.
 - 1 Research and 1 Production for a Research Node.
 - 1 Culture and 1 Production for a Culture Node.
- Spend 1 Ship and 1 Culture to Colonize Undeveloped Systems you Occupy.
- Activate Special Rules on Advancement Cards.

Note: Some Civilizations may have different options or restrictions on what they can do in the Building and Command Phase as noted on their Turn Summary Cards.

COMMAND PHASE

Players take their turns Issuing Commands to:

- Commission a Starbase
- Move Ships at Impulse Speed
- Move Ships at Warp Speed (2 Command tokens)
- Explore a New System
- Attempt Cultural Hegemony
- Initiate a Space Battle
- Invade a Planet
- Research an Advancement
- Research Weapons or Shields
- Study a Phenomenon
- Exchange Trade Agreements
- Obtain Resources:
 - 1 Command for 1 Production, or
 - 2 Commands for 1 Research
- Perform Special Actions

CREDITS

ORIGINAL GAME DESIGN

John Kovalski, Sean Sweigart,
Aaron Dill, Katie Dillon

FINAL FRONTIER DESIGN

Phil Yates, Casey Davies,
Victor Pesch, Micha McMahon

NPC DESIGN

Padraick Dornbush, Kyle Latt

CAMPAIGN DESIGN

Josh Derksen, Dylan Birtolo

PRODUCTION MANAGER

Matthew Vaughan

BOX ART

Tom Ventre

PRODUCERS

Peter Simunovich,
John-Paul Brisigotti

3D DESIGN

Charles Woods,
????????????????

PROOF READING

David Adlam, Alan Graham,
Luke Parsonage, Quentin Taylor

PLAYTESTING

Ian Burgos, Padraick Dornbush,
David Gabriel, Leonard Landrey,
Stuart Lapwood, Kyle Latt, Kiersten
Leslie, Ker Win Ng, Jessie Tatton